

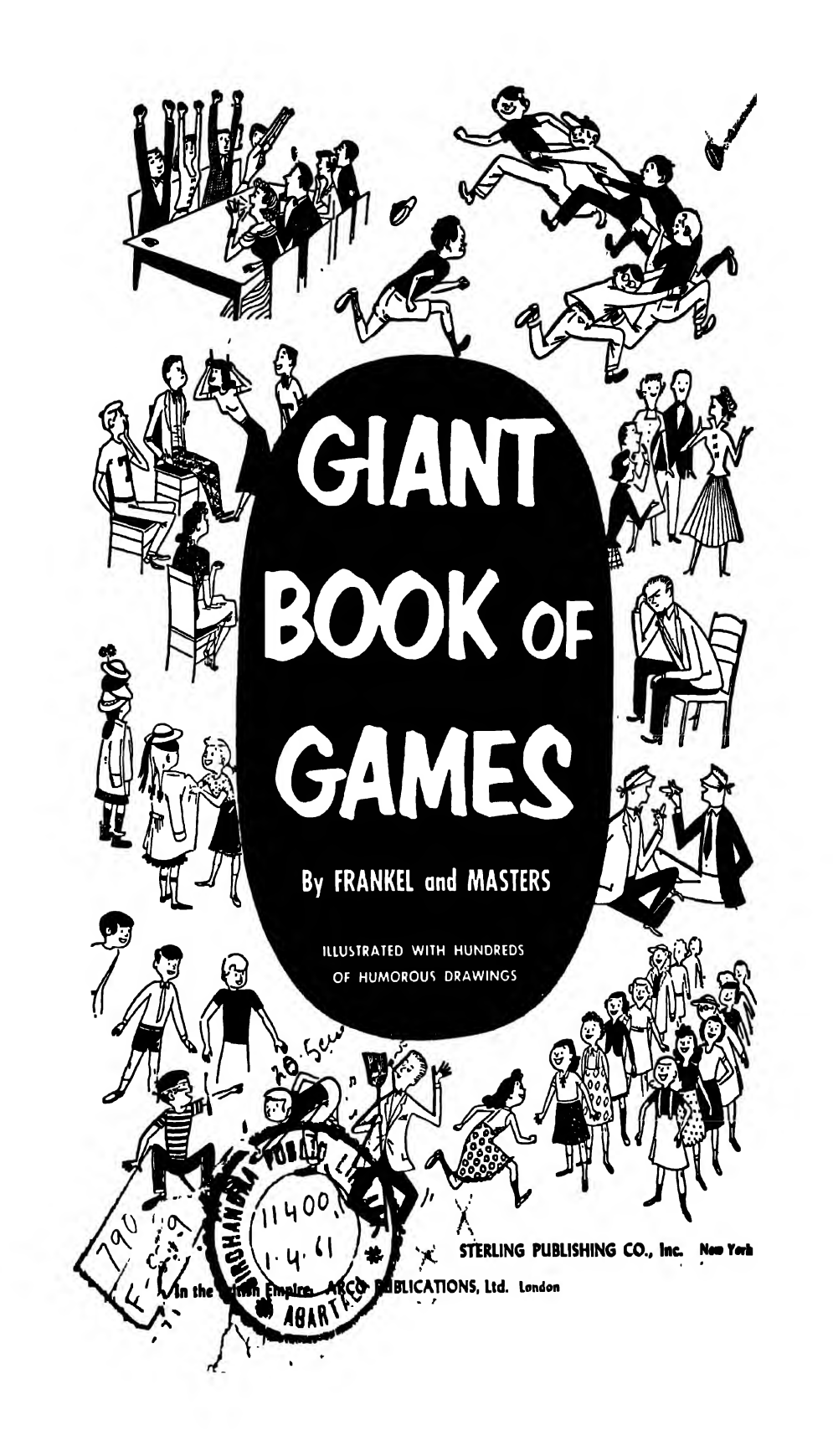
Panchandra Public Library

Class No. 780

Book No. 1000-1

Accn. No. 1100

Date



GIANT BOOK OF GAMES

By FRANKEL and MASTERS

ILLUSTRATED WITH HUNDREDS
OF HUMOROUS DRAWINGS

STERLING PUBLISHING CO., Inc. New York

In the British Empire: ARCO PUBLICATIONS, Ltd. London

101 BEST ACTION GAMES

For Boys 6 to 12

TABLE OF CONTENTS

ICEBREAKERS	9
INDOOR GAMES	21
OUTDOOR GAMES	40
STUNTS AND CONTESTS	66
TEAM RELAYS	89
EASY GAMES	108
INDEX	127

FOREWORD

Note to leaders: The time-accepted way, that boys use for choosing teams or for deciding who goes first in a game is "odds and evens." Two boys (captains of the teams each stand with one hand closed in a fist. One boy says "Odds" and the other gets "Evens." At a signal ("Ready, set, go" is always the best starting signal) they snap out one or two fingers from their fists. If both show one finger or both show two, the boy with "evens" wins. If one shows one finger and the other shows two, the boy with "odds" wins. Usually two out of three wins.

If three teams are to be chosen, three boys start choosing in the same way. In this case, they snap out fingers from fists until one boy shows a different number of fingers from the other two. He then gets first choice and the other two choose as with two teams.

In picking sides, the captains can alternately choose one at a time for their teams. If a boy is left over, he can usually be the judge or referee.

Counting off is another good way for choosing sides. Boys get in a straight line and count off, with the odd numbers as one team and the even numbers as the other. Or, every other boy can step forward to compose a team.

Any fair method of picking teams will be readily accepted by the boys.

INTRODUCTION

101 BEST ACTION GAMES FOR BOYS! That's exactly what they are. Each game has been selected on the basis of action and enjoyment. Altogether the collection comprises a rich and full variety of games.

Games with surprise, adventure, chase, fun and energy have a magic attraction for boys. Fast energetic activities permit the free release of emotional and physical tension so characteristic at the six-to-twelve-year-old age level. To the developing boys, games provide a natural socializing medium where they meet others and learn how to get along in give-and-take experiences.

Boys at this age level often test themselves out physically (and incidentally seek more confidence) in getting acquainted with their growing muscles, bodies and capacities. Therefore the Stunts and Contests chapter was compiled to provide games of a challenging and rough-and-tumble nature.

It is interesting that many of these games have been played in various parts of the world for centuries. Stealing Sticks dates back to the original Olympic games in Greece. Forms of Hide-and-Seek and Tag were known in ancient Persia, the Orient and many European countries. Kick-the-Stick is derived from the American Indians, and so on.

Like music, art and literature, games are a common denominator of people, and to all children they have a universal appeal.

LILLIAN AND GODFREY FRANKEL



ICEBREAKERS

Icebreakers are "get acquainted" games. They are usually played at clubs or groups as a way of welcoming new boys, and are fine for introducing boys to each other at parties. These games make it easy for boys to get into the fun and become part of the group. Icebreakers, or mixers, as they are sometimes called, help boys to know each other and feel more "at home."

Use icebreakers at the beginning of your party or club meeting. Here are eight of them.

FACE TO FACE

In this game, the first thing each boy does is pick a partner. Then the pairs stand facing each other in a large circle. One boy without a partner is "It" and stands in the middle. He calls out commands such as, "Face to face," or "Side by side," or "Back to back," and so on. The players and their partners must follow his commands.

Suddenly "It" calls out, "All change." This means that each boy must get a new partner. The boy in the middle tries to get a partner, too. If he gets a partner, the boy left without a partner must go in the middle and be "It."

From 9 to 45 boys can have fun with this game and get acquainted quickly with the other boys in the group.

SIMON SAYS

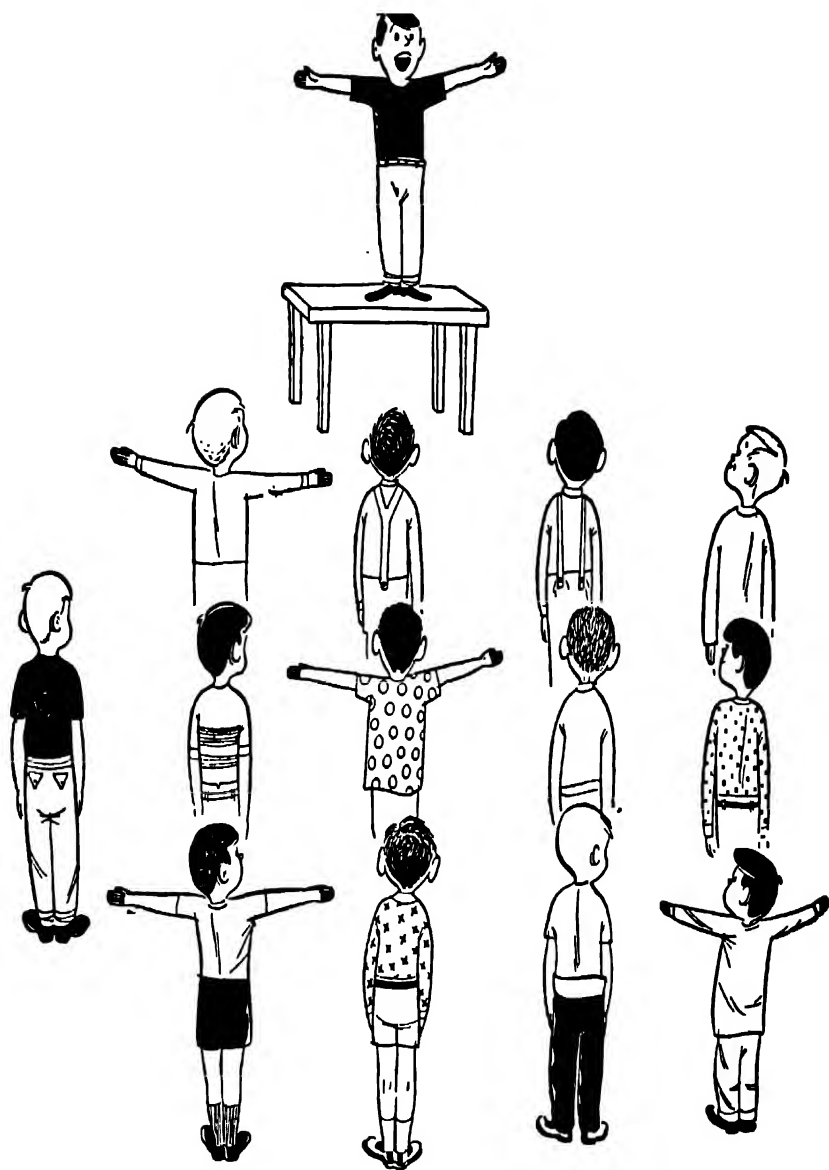
No matter how many boys are present, you will have fun playing this old favorite. Be sure you have enough space, because the game can become very active.

One boy is chosen as the leader, and he stands on a box, chair or table so everyone can see and hear him. The rest of the boys stand in lines three feet apart, and face the leader. The leader starts by saying: "Simon says 'Hands out in front of you.'" Each boy must then stretch out his hands. The leader then says: "Simon says 'Drop hands.'" Each boy then drops his hands.

As the leader calls out orders, the boys must follow the order *BUT* only if the leader first says: "Simon says." If the leader just says: "Walk backwards," then everyone is supposed to stand still, because the leader did not say: "Simon says 'Walk backwards.'" Understand? Only obey the leader's orders that come directly after "Simon says."

If a boy obeys an order he is not supposed to follow, then he drops out of the game. Or, if a boy does not obey an order which he is supposed to, then he drops out too. The last boy left in the game is the winner.

In this game, the leader can obey the directions himself, but he doesn't *have* to. He may even do something entirely different to fool the players. For instance, he may say, "Simon says: 'Put your hands on your hips!'" and he himself puts his hands on his shoulders. If you



Simon says, "Let's play 'Simon says!'"

watch the leader, then you are likely to make a mistake.

Also, the leader may give orders like this: "Simon says 'Take one step forward . . . Now one step to your right.'" In this case, you must only take the one step forward, and not the step to the right, because the leader did not say "Simon says" before giving the second order.

A good leader will call out the commands in quick succession and should be perfectly fair in judging whether the boys followed correctly. For example, if you are supposed to be marching, and then supposed to stop, the leader must judge whether you stopped marching immediately, or took too long to stop. Each boy can have a turn being the leader.

If you want to have fun with your parents some time, get them to play this game with you. They will make as many funny mistakes as you do.

INTRODUCTIONS

This icebreaker begins with the boys seated on chairs in a circle. You can play with as many boys as you have chairs.

One boy goes to the center of the circle. He does not have a chair. Then everyone begins to count off, clockwise, and call out his name. For example, the players will say: "One, I'm Jack Wolf," "Two, I'm Tom Halper," "Three, I'm Kenny Bell," and so on. Everyone must remember his number. The center player does not have a number, and just gives his name.

After everyone has called off, the action starts. The center player calls out two numbers. He may call out, "5 and 12." Then the boys who are numbers 5 and 12 quickly change places. While they are doing this, they must yell their own first name. At the same time, the center player yells out his first name and tries to get one of the empty chairs.

If the center player gets to one of the empty chairs first he takes the chair and the number of the boy who had the chair. The boy who lost the chair then becomes the center player and calls out the next numbers.

If the center player is not lucky enough to get into an empty chair he continues to call numbers. The center player can also call, "Introductions!" In this case *everyone* must get up and change seats, calling out their first names at the same time.

Be sure the chairs are sturdy.

ACTING OUT

Up to about 20 boys can play this icebreaker. The boys sit in a circle and a leader is chosen. He walks around the circle and whispers something to each boy.

He may whisper to one boy, "Make believe you are pitching a ball." To another he may say, "Make believe you are diving into a swimming pool." He may suggest riding a bicycle, giving a speech, wrestling, tying a knot, climbing a ladder, sitting in the movies in back of a woman with a tall hat, writing on the blackboard, eating spaghetti, playing tennis, or any similar act.

Each boy is given just one idea to act out. He keeps it secret from the others.

Then the leader starts the game off by pointing to one of the players. That boy stands up, gives his full name, and acts out his idea without saying another word. This is called pantomime. The boys try to guess, and the one who is first to guess what is being acted out then stands up, gives his own name, and acts out his pantomime.

The game continues until everyone has had a turn at giving his name, and acting out his idea. A player can only have one turn. If a boy guesses correctly twice, on the second time the turn to act out is passed to his right-hand neighbor.

ZIP ZAP

This circle game should break the ice at any party for any number of boys. One boy volunteers to be in the center. Then everyone in the circle, going clockwise, is given a chance to call out his first and last name. Each boy tries to remember the name of the boy on his right and left.

Then the boy in the middle may suddenly point his finger at a player and say, "ZIP—one, two, three, four, five." At this, the boy who was pointed at must answer by giving the full name of the boy on his left. If the leader says, "ZAP—one, two, three, four, five," the answer must be the name of the boy on his right. If the boy who is pointed at doesn't give the answer before the count of five, then he has missed and becomes "It" in the center player's place. The center player then goes to the empty place in the circle.

If the name is given before the count of five is reached, then the center player remains where he is and points to another player. Remember that "Zip" means the boy on the left and "Zap" is for the boy on the right of the player pointed at.

OPPOSITES

Opposites is a good game for boys about 9 to 12 years of age. From 10 to 20 boys can play it.

The leader stands in the middle of a circle of boys. Each player is given one end of a string. The leader is given the other end of each string. Thus he holds a whole bunch of strings, with a boy at the other end of each string. The boys should hold the strings tightly, so that the circle looks like a wheel, and the strings are like spokes.

Going clockwise around the wheel, each boy calls out his name. On the second time around, the boys try to remember as many names as they can. But each boy especially tries to remember the name of the boy on his right. There are no penalties to this game. The object is for all the boys to get to know each other's names.

Now, the leader calls out commands. Each boy must do the opposite of what the leader commands. If he calls out, "Drop strings," then the players hold the strings. If he commands them to hold the strings, then they drop them.

In giving commands the leader may then say, "All first names beginning from A to M, drop strings." Then all those boys with names that fit in that group hold on to their strings, because they must act opposite to the command. Or the leader may say, "All those with names between N and S, hold strings." Then Ned, Paul, Peter and Sam, for instance, drop their strings.

After a few times the game becomes harder. Each player again calls out his first name, and now *must* remember the name of the boy on his right. This time, when the commands are given, each boy must not think of his own name, but must make believe that he has the name of his neighbor on the right. For example, if Bill is standing next to John, and the leader says, "All those with names from H to L, hold strings," then Bill drops the string.

Meanwhile, John is listening for the name of *his* right-hand neighbor. So, if John's right hand neighbor is Harry, then John would drop the string too. But if John's neighbor is Sam, then he would hold the string.

Confusing? Not if you're alert. You'll have lots of laughs and will remember every boy's name after this icebreaker.



COME ALONG

This is a good outdoor or indoor game for 10 or more boys to get to know each other by name. The boys stand in a circle and each calls out his own name. One boy is chosen as "It" and stands in the center of the circle. Then the players hold out their left hands towards "It." He suddenly grabs the hand of one of the boys. Then that boy grabs someone else's hand, and a line begins to form with each boy holding another boy's left hand.

Suddenly "It" gives a signal for the boys to let go of hands and dash back to the place in the circle each boy had before. When the boys get back into place, each must turn to his two neighbors and say their names.

The last boy back to his place and last to say his neighbors' names is "It" when the game is played again.

FOLLOW THE LEADER

This is a good outdoor warmer-upper, but can also be lots of fun indoors. It can be played with any number of boys.

One boy is chosen as the leader. The rest of the group must do everything the leader does. It is a good idea for the leader to figure out beforehand a number of interesting and unusual places to lead the group.

Each boy follows the other in a line close behind the leader. If you are in a large area such as a hall or field, the leader can start out by making a large circle, and then close in to make a smaller one. As he does this he can skip, then jump, run and hop. When the circle is as small as it can be, he unwinds it and runs in a straight line.

The leader can then jump over a low fence, rope, or several hurdles that were set up ahead of time (logs, cartons or small bushes will do). He can have the boys follow him in a running broad jump, a somersault, and a cartwheel! He can hop on one foot, and finish up in a run. After all this, the boys follow him by sitting down and resting for a while.

Almost any activities are fun to do this way. Keep in mind that they should be different from each other, and shouldn't be too hard or too easy for most of the boys.

After this icebreaker, the boys will be ready for almost any active game.

(*Note:* To end a party, Follow the Leader is also a good game. The leader can pick up papers, carry used dishes out to the kitchen, put on his overshoes, and so on—and all the boys *must* follow.)



INDOOR GAMES

Most of these games can be played in your own living room, rumpus room or club room. With a few games you will need more space. It really depends on the number of boys playing and the type of game.

These 15 games are all easy to learn and fun to play.

THE HOT SEAT

This is a fast action game for 8 or more players, and is easiest to play indoors.

All the boys except one sit on chairs in a circle. The boy left without a chair is "It" and stands in the middle of the circle. The chairs must be close together, so that the players can quickly slide over from one chair to the next. One chair is left vacant and that one is called the "hot seat."

"It" tries to get into the empty chair. But he finds that it isn't so easy, because every time he tries to do this, the players next to the hot seat move into it. In that way another chair becomes empty, and when "It" tries to get into the new hot seat, it is quickly occupied by one of the boys next to it.

When "It" is fast enough to get into the empty chair, someone else becomes "It."

CAT AND RAT

From 10 to 20 boys hold hands and form a circle. One player is chosen to be the Rat, and stands inside the circle. Another player is chosen to be the Cat, and stands outside the circle. The Cat must try to catch the Rat.

The players in the circle hold hands very tightly to keep the Cat from breaking through the circle and catching the Rat. The Rat inside the circle makes faces, howls, and teases the Cat. The Cat can try to break through the circle, sneak underneath the locked arms, or even climb over arms to get in. But it is up to the players making the circle to keep the Cat out.

When the Rat is caught, the Cat and Rat join the circle. The two players at the spot where the Cat broke through then become the Cat and Rat.

If the Cat has a very hard time breaking through, then, after a while, he can ask for another Cat to help him.

BALLOON FOOTBALL

Ten or more boys can have plenty of fun and action playing balloon football in a large room, a gym, or even outdoors.

Divide the group into two equal teams. Teams line up about 30 feet from each other. Each team has a goalie stationed behind the opposing team. The goalie stands on a chair and has a small straight pin. He cannot move off the chair.

Each team has a balloon and tries to push the balloon in the air towards its own goal, so its goalie can stick it with his pin. The pop of the balloon means a point has been scored for that team. At the same time, you must try to stop the other team from getting a point with its balloon.

The balloon must not touch the floor. It must be kept in the air all the time. For lots of points you'll have to have lots of balloons as well as good players.

DOG EAT BONE

From 6 to 20 boys can play this circle game. Everyone gets in a circle. One player is chosen to be the master. He is blindfolded and sits in the center of the circle.

The master is given a bean bag, or some other object like it, which he places close to his side.

One player after another acts as the dog and tries to capture the bag, without being heard by the master. If the master hears a sound he points in the direction of the sound, and says "Doggie." If he is pointing in the right direction, the player he has pointed at must go back to the circle. The master remains in the center.

But if a player is able to pick up the bean bag without being heard by the master, then that player becomes the new master.



When you're the master in Dog Eat Bone, you have to listen carefully for sounds.

NUMBERS LINEUP

You'll need two exactly equal teams of 4 to 10 players each for this game. The game is best with a large group (18 or 20 players), and you will need a large room, such as a gym, to play in.

Each boy on each team is given a number. If you have 7 boys on each team, you will have numbers 0 to 6; if you have 10, use numbers 0 to 9.

Write the numbers on the back of paper plates or on large cards in crayon. Use different colors for each team, such as red for one team and blue for the other. Then give each boy a card with his number.

The teams stand at opposite ends of the room, with a line drawn across the middle. A leader stands at the line and calls off numbers. He may call out, "Four hundred thirty-two." At this, the boys on each team with cards numbered 4, 3 and 2 run to the line. They line up in the right order, holding their cards in front of them. The first team to line up correctly gets one point. The first team to score 15 points wins.

Numbers like 432, and 678, and 123 are easy. There's more fun with difficult numbers like 481, and 972, and 638. There's still more excitement with numbers like 8,462,935. Leaders must remember not to call out a double number like 233, as there is only one of each number on a team.

The game can be made harder and more exciting if you have 20 boys who are good in arithmetic. The

leader can call out, "I'm adding these numbers: 2, 5, 9 and 7, and I will subtract 3. Total?" The boys on each team can get into a huddle for this, and the first boys to run to the answer line with the correct answer win. In this case, the 2 and the 0 stand together to form 20.



COAST TO COAST

From 8 to 30 boys can best play Coast to Coast. The players sit on chairs arranged in a circle. One boy stands in the center. He doesn't have a chair. Each player chooses the name of a different city, and writes it down on a piece of paper for the boy in the center, who makes sure that the same city has not been selected by two boys.

The boy in the center calls out, for example, "I am taking a trip from New York to Philadelphia." Then the boys who have chosen those cities must immediately change places. If he calls out, "I am taking a trip from Coast to Coast," everyone must change seats.

The boy in the middle tries to get one of the chairs while the other boys are changing places. If he succeeds, the boy who is left without a chair is "It," and goes in the center of the circle. Then he calls out the cities. The boy in the middle must try to remember the city each boy has chosen.

INDIAN CHIEF

For Indian Chief you need from about 10 to 30 players. The players sit around in a circle. One boy offers to go out of the room. While he is out, one of the players is chosen to be the Indian Chief. Then the boy who left the room returns.

The Indian Chief makes all kinds of motions, such as slapping his knees, raising his arms, shaking his head, and similar motions. The other players watch him and do the same as he does. When the Indian Chief changes his motions from one kind to another, all the boys do the same thing. *But* the players try not to look at the Indian Chief, because the boy who was out of the room is supposed to guess who the Indian Chief is. That is, he tries to guess who is leading and changing the motions.

The guesser must watch the boys to see where they are looking, so the players have to be extra careful. After the guesser discovers who the Indian Chief is, the Indian Chief becomes the guesser. When he goes out of the room, someone else is chosen to be the Indian Chief.

BOW WOW

Bow Wow can be played at home or in a gym. You need about 12 to 40 players. One boy becomes "It" and all the others stand in a circle, about an arm's length apart.

The boy who is "It" runs around the outside of the circle and taps one of the players. After tapping a boy, "It" continues to run around the circle. The boy who was tapped leaves his place and runs around the circle—in the opposite direction.

When both boys meet each other running, they must each get down on all fours and bark, "Bow Wow," three times. Then each boy quickly gets up and continues running around the circle in the same direction as before. The first boy to reach the empty space in the circle gets the place. The boy who is left out becomes "It."

Then he taps another player and the game continues.

GUESS THE ATHLETE

Every boy likes to keep up with athletes in all the sports. Here is a game to test what you know about your favorite sports stars. About 5 to 15 boys can play.

Boy "A" has his turn and thinks of an athlete. For example, he may think of Bob Feller, the pitcher for the Cleveland Indians. He then says, "I am thinking of an athlete whose last name begins with F." The other boys try to guess who the athlete is, but before they can give the name of the athlete they must act out the sport.

In this case, let's say Boy "B" thinks he knows the athlete and pretends he is pitching. Since his act is right, "A" nods his head. Then the rest of the players must give the name. If they do guess it, then "B" has his turn at thinking of an athlete. If they cannot guess it, they are told the correct name and "A" has a second chance to think of another athlete.

Remember that the sport must always be acted out by one boy before the name can be given by the others. The boys do not start guessing till "A" has nodded his head, meaning that the right sport has been acted out.

UP JENKINS!

For this game, you need a long table and chairs or benches. As many boys can play as there are seats on both sides of the table. Form two teams of equal number, and choose a captain for each team. The teams then sit alongside the table, facing each other. The captains sit at the ends of the table.

The captain of one team passes a coin under the table to the first boy of his team. The boys on this team pass it under the table back and forth from one boy to another. The object of the game is to do this so carefully that the other team cannot guess which player has the coin.

At any time, the captain of the opposite team may call out, "Up Jenkins!" At this signal the boys on the team with the coin hold their hands over their heads with their fists clenched. The captain then calls out, "Down Jenkins," and the boys slap their hands with palms open on the table, keeping the coin hidden under one of the palms. Be careful that there is no clinking sound of the coin when hands are slammed down on the table.

Then the first two boys on the opposite team guess which boy has the coin. One of them says, "Show Up," to the boy he thinks has the coin. This boy must lift up his hands to show if the coin is on the table. If it isn't, the second boy gets his guess.

If one of the guesses was right, the guessing team

gets a point, and has a chance to hide the coin on its side. But if the guesses both were wrong, the coin stays with the first team, and the first team gets a point. The team with the highest points wins.

HOT POTATO

A group of from 6 to 30 boys can have lots of fun playing Hot Potato. The players sit around in a circle, and one boy is chosen as leader. An object such as a small potato, ball, stone, or piece of wood, is passed around from boy to boy. Players must pass the object very quickly, and every boy must accept it.

When the leader yells out, "Hot," the boy holding the "potato" is out. The game is played over and over again until every boy but one is out. The last player left in the game is the winner.

If more than 30 boys want to play, two or more circles can be formed. Each circle must have its own "potato" to pass around, but there is only one leader. The winner in each circle can then form a final circle, to see who is the grand winner.

DEER STALKING

This game can be played with 5 to 20 boys around a large table. Two boys in the group are chosen; one becomes the deer, and the other the hunter. Both boys are then blindfolded and stand at opposite ends of the table.

The Hunter tries to catch the Deer, but of course he can't see where the Deer is. The Deer tries to keep away from the Hunter, but he can't tell where the Hunter is. Each tries to fool the other by giving false signals. The Hunter may tiptoe to one end of the table and start pounding, then quickly run to the other end, because he expects the Deer to run away from the noise. He may whisper, call out and give all kinds of misleading signals. The Deer also may make sounds and then run to a different spot to fool the Hunter.

The others in the group have fun too, watching the Deer try to escape. Sometimes he walks right into the surprised Hunter's arms. Those watching should be quiet so as not to give any clues. After the Hunter catches the Deer, two others are chosen.

BLACK MAGIC

Any number of boys sit in a circle. One boy is the leader and tries to make the others say one of these words: "Black," "White," "Yes," or "No." If any boy does say one of these words he is out.

This is how it goes: The leader may begin a story or make a statement, and then suddenly turn to a player and ask, "Don't you agree?" If he answers with "yes" or "no" he is out. He can use *any* other words except the four listed above. His answer doesn't have to make sense. This makes the game even funnier.

The leader may quickly call a boy's name and ask, "Isn't that your name?" to trick him into saying "yes." Or he may say, "What's the opposite of black?" or "What's the color of milk?" You must answer the questions quickly but if you say the Black Magic words you are out. You can see that there are hundreds of questions the leader can ask.

The game continues until only one player is left. He is the winner and becomes the leader for the next round.

OCEAN WAVE

Almost any number of boys can play this circle game. Chairs should be placed to form a circle. Everyone has a chair except one player who stands in the center.

The center player calls "Shift right" or "Shift left." When he calls "Shift right" each boy must move to the chair on his right. And for "Shift left" each player must move to the chair on his left.

The center player changes the call fast and often, but he must be careful not to call faster than the boys can move, or there will be a big mixup. Of course, he can call several "Shift rights" or "Shift lefts" following each other.

Every once in a while the center player tries to get a seat for himself. He may wait for three or four calls before he runs for a seat. When he does manage to steal a seat, the boy who is left without a chair becomes the center player. Then *he* calls off the signals and the game continues.



As the center player calls out directions, the boys shift back and forth like an “ocean wave.”

A FISHING STORY

You'll have most fun playing this game if you have from 10 to 20 players. You will need an older boy or an adult to help. Arrange two rows of chairs back to back, with a chair for each player.

The game starts with all the boys sitting in chairs. The leader gives each boy the name of some part of a fisherman's outfit, such as fish line, net, sinker, bobbin, bait, hook, basket, reel, rod, lunch, boots, etc., and makes a note of these items on a piece of paper. The leader begins to tell a fishing story. He can make up his own story, but he must mention all the parts of the fisherman's outfit on his slip of paper. He walks up and down around the rows of chairs while telling his story, and as he mentions the parts of the fisherman's outfit, the boy with that name gets up and follows him. As they follow, they must keep their two hands on the shoulders of the player ahead. Soon all the boys are following the leader, and walking around the empty chairs.

Now the leader takes away a chair. So if there are 12 boys playing, there will only be 11 chairs. The leader makes the story more interesting as he goes along, and then suddenly yells, "I must have a bite." Whenever he mentions "bite" all the boys must rush to get a chair. The boy left without a chair steps out of the game.

The leader continues telling the story. The players get up, one by one and follow him again. He removes another chair. This goes on until there are two boys left

and only one 'chair. The last player left is the winner.

Here is an example of the kind of story the leader can tell:

"The sun was rising in the east. At last a clear day! I decided to go fishing. I took my rod, my reel, my sinker, and my bobbin. I made sure I had plenty of bait, because I was really going to fish that day. I took along a net, basket, and my boots, in case I'd have to wade into the water. I took my best hooks and my fishline, and started off. On the way I remembered my lunch so I had to go back for it. After all, I had to have lunch." (As the leader lists each item the players get up and follow him.)

"I rented a rowboat, and after rowing a few hundred yards out into the lake I put the bait on my hook and dropped the line. Then I sat, and sat, and sat. All of a sudden I got a b - - - backache from sitting so long."

This is the way the leader tries to fool the boys. In most cases, they will dash for their chairs as soon as they hear the sound of "b." But they have to get back in line. The leader can do this as much as he wants to. Of course, he finally says, "I got a bite." And this time it is all right for everyone to run for chairs.

Leaders should try to make the story as funny as possible.

OUTDOOR GAMES

These outdoor games were selected for their adventure, sport and fun. Play them in the park, in the country, at camp, in the school yard, or in your own backyard. If the weather is not favorable outdoors, many of these 21 games which follow can be played in a large indoor recreation space or gym.

SARDINES

This is a different and interesting kind of hide-and-seek game. You can play it with 5 or more boys.

One boy goes out to hide, while the group counts to 100. After reaching 100, the players go in search of the hider. If one of the boys finds the hider, he sneaks away so that the others don't see him, and he joins the hider.

As the other boys spot the hider, they join him too. If they are hiding in a small area they all crowd in together, like sardines in a can. They must be quiet so that the others won't know where they are.

The boys who are hiding wait there until the last hunter finds them. The one who first spotted the hider is the first to hide in the next game.

STEALING STICKS

Here's an exciting game to play out of doors if you have a group of about 20 boys.

First choose a large area to play in. Then draw a line through it, so that the space is divided into two equal parts. Divide up into two teams, one on each side of the line.

Each team also must have a pile of 5 or more sticks. These are kept about 30 feet back of the line. In one corner of each side mark off a space about 5 feet square, and call it the "prison."

The object of the game is to dash over to the opposite team's side and get one of the sticks without being caught. Once a player crosses the center line and is in enemy territory he can be tagged and put in prison. But, if he gets to the pile of sticks before being tagged, he is safe. Then he can bring back one stick to his own side.

A prisoner can be released if someone from his team touches his hand. If that happens he can go back to his side without being tagged. Only one prisoner at a time can be released.

A team wins if it gets all its opponent's sticks, and has no members in prison.

STREETS AND ALLEYS

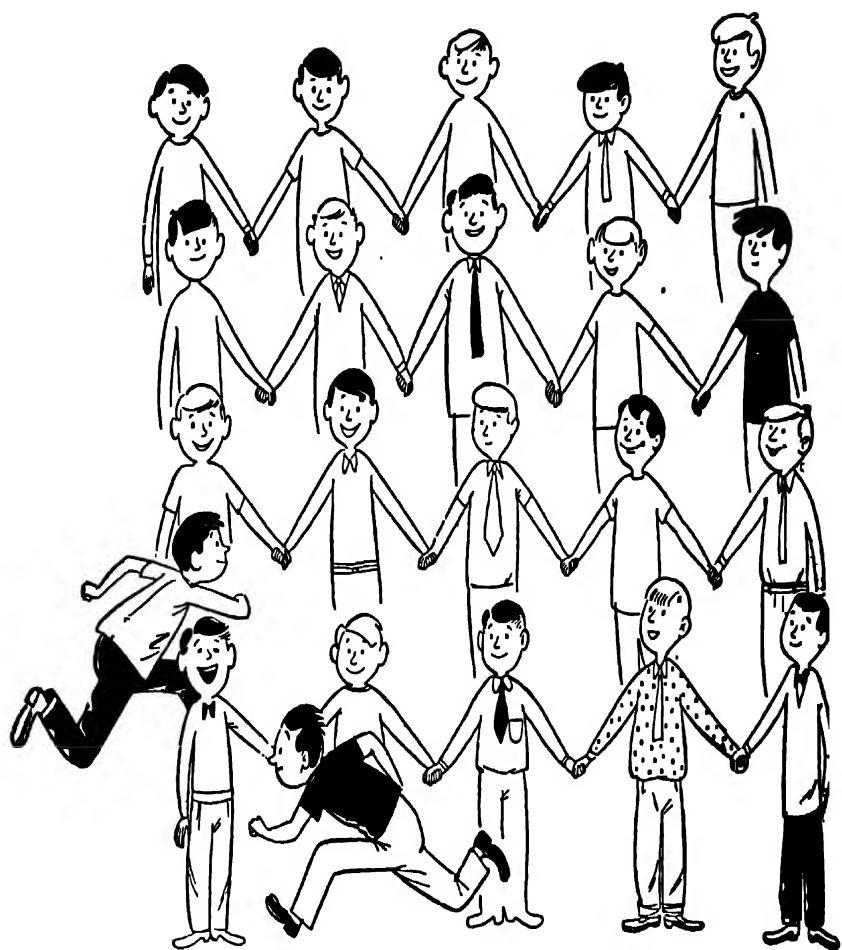
The more boys you have for this game, the more fun it will be. You can have from 16 to 50 players. Everyone must get into a line, so that you have many lines side by side, with at least four boys in each line. Each line must be three feet from the next line.

Two boys then are chosen to step forward. They are to run through the "streets and alleys," one being the runner and the other the chaser.

Now, every boy joins hands with the boys on his left and right, forming a number of "streets." The boy at the head of the first line acts as leader. When he calls out "Alleys!" then everyone must drop hands, turn a quarter-turn to the right, and join hands with the boys now on his left and right. When the leader calls out "Streets!" then everyone must turn a quarter-turn to the right again and join hands with the boys now on his left and right. And so on.

Meanwhile, the runner and chaser are racing through the spaces left open between the lines. As the joined hands are changed, the streets turn into alleys, and the boys have to run in different directions. Some streets become dead-ends, and others open up. The running players cannot break through the joined hands of the boys in line.

To make the game lively, the leader must keep calling out changes often. This makes it difficult for the runner to be caught by the chaser. When a runner is caught,



When these “streets” turn into “alleys,” it may help the chaser—or it may help the runner!

he and the chaser go into the lines, and another pair of boys are chosen to run and chase.

CATCH TEN

From 4 to 40 boys can play this outdoor game which is like basketball without a basket. All you need are a volley ball or soccer ball and plenty of space.

Divide the group into two teams. Be sure you remember who is on your team. It is a good idea for the boys on one team to tie arm bands or string on their sleeves so they can recognize each other.

The game starts with a boy from each team jumping for the ball, just as in the center jump in basketball. The team that gets the ball throws it around among its members. The object of the game is to keep passing the ball ten times in succession without letting it touch the ground. Each time a team makes a catch, the boy catching the ball calls out the number of the catch. The first boy to catch the ball calls out "one," the next boy to catch it calls out "two," and so on, until the tenth boy catches it.

Meanwhile, the other team tries to get the ball by catching it, not snatching it from a player's hands. If the ball touches the ground, or if it is caught by the other team, all numbers are cancelled out, and the other team starts passing the ball and counting. You can see how exciting the game becomes when the numbers get to around 8 or 9.

The team that counts 10 catches in succession gets one point. The game can be played for any number of

points, or a time limit can be set, and the team getting the most points wins.

Players are not permitted to run while they are holding the ball, but they can run anywhere trying to catch it. Tripping, pushing and pulling are not allowed, of course.

STATUE RACE

Almost any number of boys can play this funny game. First, set up a starting line and goal line about 100 yards apart. One of the boys acts as the leader.

The leader closes his eyes and counts to "eight" out loud. As he counts, the other boys run towards the goal. At the count of "eight" everyone must stop running, and hold any position they are in when "eight" was called. These "statues" are usually very peculiar looking.

At "eight" the leader opens his eyes. If he sees anyone move, that boy is sent back to the starting line, and must begin over again. The others wait where they are. Then the leader closes his eyes again, counts up to "eight," and opens his eyes again. He sends back more boys he sees move. This continues until one boy reaches the goal and becomes the winner.

RUN SHEEP RUN

Ten or more players can play Run Sheep Run in the woods, open country, or on your street. All you really need are good hiding places, and lots of space.

The object of the game is for a whole team to hide and to get home before the other team can find them. Start by dividing the group into two teams, and let each team choose a captain. Decide which place is to be the goal (home). One team then gets ready to hide—toss a coin to see which team hides first.

The captain of the hiding team must help his team by calling out signals, so before the game starts, he goes into a huddle with his team to decide on their signals. The signals may be like this:

“Fox,” meaning, “They are coming closer—hide under the stairs!”

“Soda Pop,” meaning, “Run towards the creek!”

“Hot Dog,” meaning, “Start going towards the goal as quietly as you can.”

“Superman,” meaning, “Stay away from the goal. The other team is near the goal.”

After the hiding team knows all their signals, they go off to hide—all must hide together. The other team waits at the goal and does not look. Then the captain of the hidden team returns to the waiting team and tells them his team is ready.

The waiting team now sets out to find the hiding team. The captain of the hiding team goes along with

the seekers and calls out his signals to the team. The signals must always try to bring the hiding team nearer to the goal. Often, though, the boys must go a round-about way to get safely to goal. They must always try to stay hidden from the seekers, and perhaps crawl and creep like commandos.

If anyone in the searching team sees one of the players hiding he tells his own captain. Then his captain yells out, "Run Sheep Run." At this, all players of both teams run to the goal. The team that gets there first wins.

If the captain of the hiding team guides his team so that they are close to the goal, he can call out, "Run Sheep Run," too. This way his team has a good chance of winning.

After each game, the teams change places—the one hiding before becomes the searching team. The other team has a chance to hide after it makes up its own set of signals.

LEMONADE

In this game you have to learn just a few lines and use pantomime, which means acting out something without talking.

Two teams of up to eight boys can play. The two teams face each other about 20 feet apart. Each team draws a goal line another 20 feet back.

The first team decides upon a trade or kind of work a person can do. The second team has to guess what it is. For example, the first team decides upon "dog catcher." They walk up to the second team and while they are walking towards them they chant:

FIRST TEAM: Here we come.

SECOND TEAM: Where from?

FIRST TEAM: New York.

SECOND TEAM: What's your trade?

FIRST TEAM: Lemonade.

SECOND TEAM: Give us some.

FIRST TEAM: If you can run...D.C. (The initials of dog catcher.)

Then the first team begins to pantomime. They try to act like dogs, and like dog catchers chasing them, or sad looking dogs already caught.

The second team tries to guess. They get 5 chances to guess. If one of them calls out the right trade, the first team then must run back to its goal. The second team chases them, and those that get caught must stay with

the second team. Then the second team has a chance to choose a trade and the first team does the guessing. The game goes on back and forth until all the players of one team are caught.

DODGE BALL

This lively outdoor game is a favorite for 12 to about 30 boys. Two teams are chosen. One team forms a circle, and the other team goes inside the circle. The circle team is given a volley ball.

The object of the game is for the circle team to hit the players inside the circle with the ball. In throwing the ball, the players must aim only at the legs of the boys inside the circle. The boys can pass the ball around the circle before they throw it. This confuses the boys inside the circle, and keeps them on the run.

As soon as an inside player is hit he must leave the circle. A timekeeper with a watch times the game to see how long it takes until all the inside boys are out. Then the two teams change sides, and the timekeeper again notes how long it takes till the new inside team is put out. The team that stays inside the circle longer is the winner.

RIDE HIM, COWBOY

In this game you can almost feel like a cowboy riding a bronco. About four or five boys get in line. Each boy puts his arms around the waist of the boy in front of him. This short line is called a bronco.

One player, called the cowboy, is not in line. He tries to ride the bronco. He does this by trying to grab the waist of the last boy in the bronco. This is hard to do, because the bronco switches and jerks about to keep the cowboy from hooking on. If the cowboy can hang on for five or six seconds he wins. Then the first boy in the bronco line becomes the cowboy.

If you have more than six boys in your group you can have several bronco lines going at one time.



The bronco twists and switches about, so you have to be fast if you want to “ride him, cowboy!”

CROWS AND CRANES

Twenty or more boys can play this game outside or in a gymnasium. Choose two teams of the same number of players and one boy as leader. One team is called Crows and the other Cranes. The teams line up three feet apart, facing each other. A goal line is marked about 25 feet behind each team.

When the leader calls out "Cranes" the Cranes turn and dash back to their own goal line while the Crows chase them and try to catch them. Any Cranes that are tagged must join the Crows. And when the leader calls out "Crows" the Crows turn and run, with the Cranes trying to catch them. The team that captures all the players of the other team, or the team that ends up with the most players wins.

Sometimes the leader can make the game more exciting by drawing out the "Cr . . ." so that the Cranes and Crows don't know which will be called. The leader can even call another word that starts with "Cr," such as "Cricket, Crayon, Crate," and other words he may think of. This adds to the suspense of the game.

INDIAN SNATCH CLUB

This game is best with 10 to 21 players. Divide the group into two equal teams of not more than 10 boys on a team. One other boy is the leader.

The teams stand in a straight line and face each other 30 feet apart. The goal line for each team is where each team stands. Place an Indian club or an empty soda bottle midway between the two teams and their goal lines. Then the boys on each team number off. If there are 10 players on each team, then each team will count off the numbers from 1 to 10.

The leader calls out a number. He may call out "4" and then the boys on each team who are number 4 run out to grab the Indian club. The object of the game is for one of the boys to grab the Indian club and return to his goal line without being tagged by the other player, who chases him. If a boy carries the club to his goal line without being tagged, his team gets two points. If the player is tagged then the other team gets one point. A score of 20 points wins.

Sometimes the boys reach the Indian club at the same time and neither boy wants to grab it. In this case, both boys should watch very carefully for the other's slightest move. In this lies the real skill of the game. Finally, one of the boys will grab the club and run.

HARE AND HOUND CHASE

This chase is best played in the woods or in open country where there are many trees and winding paths. From 10 to 50 boys can play.

Divide the group evenly into two teams. One team, the hares, is going to run away. The other team, the hounds, is going to chase them. Boys on the hares team should tie a piece of brightly-colored crepe paper or cloth on their arms so that the hounds will be able to spot them.

Set up as a goal a stone, a tree or a house.

All hares are given 5 minutes head start. They begin making a trail as they go off together by having two of the hares drop small pieces of paper along the path.

In this way, the hounds who leave about five minutes later can trail them. The more crooked and indirect the trail is, the better. It can go around trees, down hills, behind houses, even across narrow brooks. Hares can set up a few false trails to fool the hounds, but the real trail must be clearly marked, too. The hares must be sure to leave a piece of paper at each turn.

The trail should lead back to the goal, but by a roundabout way. The object of the game is for the hares to reach the goal before the hounds can catch them. All a hound has to do to catch a hare is touch him. If *most* of the hares return to goal without being tagged they win. If the hounds tag *most* of the hares, the hounds win.

WILD BULL

From 8 to about 20 boys can play this game which is a test of skill and alertness. It can be played outdoors or in a gym.

Choose one boy to be the "bull." Then all the other players join hands in a circle around him. The bull tries to break through the circle and get to the outside. The other boys hold tight to prevent his getting through.

The bull can come close to some of the boys making up the circle and inspect the way they are holding hands. Then suddenly he may make a surprise move, swing around and try to break through at some other place in the circle. The bull cannot try to pry open the hands of boys in the circle. He can only break through by throwing his body against the joined hands or ducking underneath the hands. If you are in the circle, watch out for the wild bull, because he may try to break through where you are.

The boys in the circle can lower or raise their arms to keep the bull from bursting through. If he does succeed in getting through, everyone chases him. The bull runs for the goal, which is about 50 feet away. If he reaches goal without being tagged, he is safe, and he continues to be the bull. If he is tagged, the boy who tags him becomes the bull in the next game.

TRACTOR

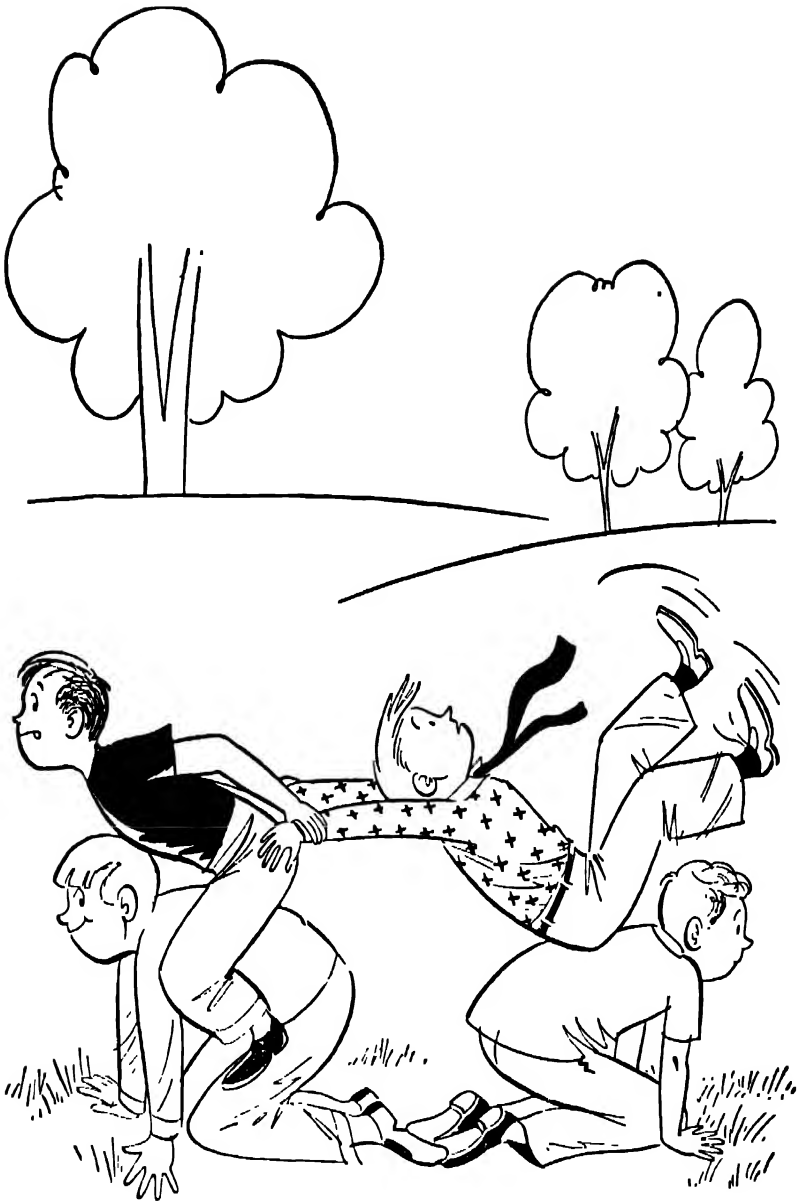
Choose a soft, grassy spot to play this game. Be sure all rocks, sticks and sharp objects are cleared away so no one will get hurt. (You can play Tractor on a gym mat indoors, if you want.)

Four boys play at a time. Two players get on their hands and knees, facing in opposite directions. They must be so close to each other that their feet are almost touching. These boys are the “tractors” and two other boys are the “drivers.” Each driver sits on his tractor, and holds on with his legs around the tractor’s waist. The drivers must sit with their backs to each other.

At a starting signal, each driver stretches his arms in back of him and tries to grab the hands of the other driver, and force him off his tractor. Thus, a tug-of-war takes place. The driver who is pulled or pushed off his tractor loses. If both fall off at the same time, it is a tie.

If you have more than four boys on hand, more tractors and drivers can be set up. (You will need four boys for each match.) Be sure that each pair is far enough from the next so they won’t bump into each other when they fall.

After each match, the drivers and tractors change places, so everyone has a turn in each position.



*Choose a soft grassy spot to land on
when you play Tractor.*

DUCK ON A ROCK

(Note to parent or group leader: This is a game in which the more or less prevalent impulse of active boys to throw stones is channeled into an acceptable part of an organized game. Emphasize that everyone must toss his stone directly at the "rock." If players begin to throw their stones wildly about, change quickly to another game.)

Duck on a Rock is played with stones and is best played with 6 to 11 boys. Each boy should find a stone about 2 inches round, which can be tossed easily. Then one large stone is needed. It should be about 10 inches round and have a smooth top. The large stone is called the "rock."

First, all the boys line up at "home," about 15 feet from the rock, and make a mark on the ground where they stand. Then each boy takes a turn tossing his stone from "home" to see how close he can come to the rock.

The boy whose stone lands farthest away from the rock is "It," and must put his stone (or "duck") on the rock. "It" stands near the rock. The other boys pick up their stones, go back to home and take turns trying now to knock the duck off the rock with their stones. When a boy does knock the duck off the rock, all players rush from home to get their own stones that have landed all around the rock. They pick up their stones and dash back home.

When the duck is knocked off the rock, "It" must

quickly put it back and try to tag one of the players. The boy who is tagged becomes "It." Now he has to put *his* stone on the rock for the others to try to knock off. If "It" doesn't tag anyone, he stays "It." If each boy has had five throws and if "It's" duck is not knocked off the rock, "It" gets all the stones. In order to get them back, the other boys must follow his commands. He may order one player to hop on one foot to his stone, and walk back to home with the stone on his head. Another player may have to turn somersaults or sing songs. After each boy has followed "It's" commands, the game continues with the boys again trying to knock "It's" duck off the rock.

CLAP IN, CLAP OUT

Here is an old favorite. You will need about 10 boys, 5 on each team. The teams line up facing each other about 30 feet apart. Then the first player on Team A becomes "It" and walks up to Team B. The boys on Team B keep their right hands outstretched with the palm up.

The boy from Team A goes along from boy to boy stroking their hands until he slaps the palm of one of the B boys. This boy immediately starts to chase him back to the A team's line. If "It" is caught, he joins the B team. If not, then the boy chasing him becomes "It".

The team ending the game with the most players wins.

POM POM PULL-AWAY

The more boys in this game the better it is. It can be played in a playground, on the street, in the park, or wherever there is plenty of space. The space can be as big as 75 feet.

One side of the space is the starting line, and the other side is the goal. One boy is elected "It" and he stands in the middle. The rest of the players line up at the starting line.

When the boy who is "It" calls out, "Pom Pom Pull-Away" all the boys run to the other side. "It" tries to touch as many as he can before they reach the goal. Those who are tagged are his prisoners and stay in the center with "It." When "It" calls "Pom Pom Pull-Away" again, the boys try to cross back to the other side, and those in the center with "It" help him to catch them.

After a while there will be more boys in the middle helping "It" than there are boys to catch. The game goes on until everyone is caught. The first boy who was tagged then becomes "It," and the game is started over again.

OBSTACLE RACE

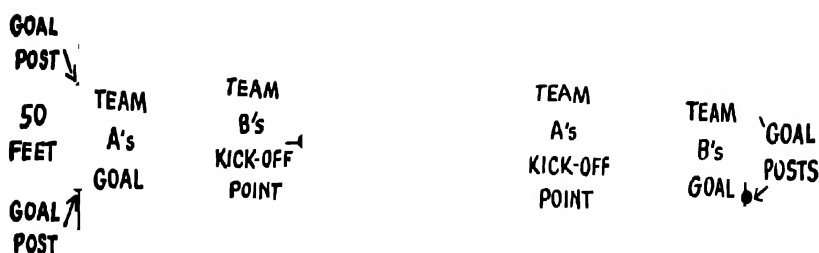
Boys always like obstacle races. You can put on these races almost any place, in a school yard, in an open field or in a forest. You will need a number of obstacles such as the following: open barrels to crawl through, a small log to run over, trees to touch, perhaps a hill to climb, and a house to run around, a rope or packing carton to jump over, or anything else you can think of.

To make up your obstacle course, just place the different small types of obstacles in various spots in the area where you are to hold the race. Then you must decide the order in which obstacles must be run over, through or around.

Before the race begins, tell the players the order of the obstacles which they are to run: first, second, third, and so on. Then each boy in turn runs the race alone. Time him with the second hand of a watch. The boy finishing in the shortest time wins.

You can play this another way, too, if you can make two obstacle courses exactly alike. Divide the boys into two teams and run the race as a relay, with each boy starting as soon as he is tagged by the boy ahead of him on his team. Then you won't have to time each boy, as the first team to finish wins the race.

100 FEET



SOCCKER

This popular outdoor game is played on a level field about 100 feet long and 50 feet wide. From 6 to 30 boys can play. Divide the group into two equal teams.

You will need a pair of goal posts in the center of each end of the field, one for each team. These are made of strong sticks pushed into the ground, 15 feet apart. The object of the game is for each team to try to kick a soccer ball (or volley ball) through its own goal posts.

The ball is set into play two-thirds of the way from Team A's goal posts, with a member of Team A kicking the ball toward his goal. The other boys on Team A try to help kick and push the ball towards the goal. At the same time, Team B tries to stop the ball and kick it back in the other direction, towards its own goal posts. Any part of the body — head, shoulder, knees — may be used *except hands!* You must try to kick the ball to the

players on your side, and work as a team, and not try to kick it all the way yourself.

Each team has a player who is called a goal keeper. The goal keeper stands at the goal posts of the enemy and tries to keep the ball from going through the posts. Whenever a team gets the ball through its goal posts, it scores 2 points. The team making the highest score wins.

After a goal is scored by Team A, for example, the ball is started in play again two-thirds of the way from Team B's goal posts, with Team B kicking off. If at any time the ball is kicked or pushed out at the sidelines by Team B, for example, it is kicked back in again, at the spot where it rolled out, by a player of Team A.

Soccer is such an active game that it is good to rest in the middle. Play it for 10 minutes, then take a 5-minute rest period, and then play the second half for another 10 minutes.

TAG

Tag games are wonderful running activities. There are many different kinds, but all played with one boy as "It." Here are four tag games that any number of boys can play.

Statue Tag

"It" runs after the others and tries to tag them. In order not to be tagged the players may pretend to be a statue as soon as "It" gets near them. If a player can't stand still as a statue before "It" tags him then that player becomes "It." This is one of the funniest tag games because the statue positions are likely to be comical.

Japanese Tag

"It" tries to tag another player. Whenever he touches a player, that boy becomes "It" and must put his hand over the part of his body that was tagged. For example, if he was tagged on the shoulder then he has to run around with his hand on his shoulder. He does this until he tags someone else. And so it continues.

Squat Tag

In order to keep from being tagged the boys may squat as soon as "It" is ready to tag them. To be safe the player must squat low to the ground. Any player tagged who is not in a squatting position becomes "It."

Singing Tag

In this game “It” can tag anyone who is not singing loudly. As soon as “It” approaches, a boy may begin to sing very loudly. If “It” sneaks up and tags him before he sings, then that player becomes “It.”

FETCH AND CARRY

The more boys you have playing this game the more fun you’ll have. The object of the game is to see which team can get all of its members from a starting point to the goal line.

Divide the group equally into teams, and line up the teams at a starting point. When a signal is given, this is what each team does: The first boy and the second boy hold hands and run to the goal line. The first boy remains there, but the second boy runs back to his team and takes the hand of the third player. These two run to the goal. The second boy remains there too, and the third one returns to his team for the fourth boy. This goes on until one team wins by getting all its members across the goal line.

STUNTS AND CONTESTS

All boys like the challenge of stunts and contests. Some stunts have hidden surprises, some are clever, and all of them are fun. The 23 contests given here are mostly rough and tumble because that's what all boys like. You will also be able to test your strength. Try them.

HAND WRESTLE

You can hand wrestle anywhere. First, two boys stand opposite each other, each with right foot forward and legs apart. They stand in the same position as swordsmen when they duel.

Then the boys grasp each other's right hands. (Left-handed players can wrestle only against other left-handers.) While holding right hands firmly, both players count to three. At the number "threc," both boys start to turn, shove, twist and pull, with their wrists, trying to throw each other off balance. The first player to move his right foot (that's the forward foot) loses.

If you have a large group, several hand wrestling contests can be going on at the same time.

JOUSTING

In days of old, knights used to joust with spears on horseback. This jousting contest for any number of boys can be held indoors or outdoors, but you don't need spears or horses.

The players line up in two teams with the same number of players. Each player gets two tablespoons and one potato. The spoons should all be the same size. The potatoes should be small. Each boy puts his potato on one spoon and carries it in one hand while he keeps the other spoon empty in his other hand. The empty one is the jousting spoon. Each boy jousts with one boy at a time from the opposing team.

The way you joust is to try to knock off your opponent's potato with your spoon. At the same time, you must protect your own potato.

The player whose potato falls to the ground first is out. The winner then may joust with a winner from the opposing team. Players from each team joust until one team has no one left to joust. Then that team is the loser, and the other team wins.

If there are 5 or less players you can have a jousting free-for-all. This is played without teams. Each player jousts with any boy. The last player left with a potato in his spoon is the winner.

JET PLANE

Here's a stunt you can play indoors that is really exciting. It will bring you many laughs as well.

Divide your group. You must choose at least 4 flyers – the rest of the boys become riders. The riders must leave the airport room while the flyers get the plane ready for the big flight. They cannot come back into the airport until it is their turn to ride.

Meanwhile, the flyers make the jet plane by taking any flat board about the size of an ironing board, and placing it on a few blocks of wood or bricks. The board just has to be a little bit above the floor.

Then, the first rider is blindfolded and led into the airport. The flyers lift him carefully onto the plane. One of the flyers pretends to strap the rider's feet to the plane. All the flyers then make the sound of a jet plane. And the plane takes off!

The plane actually rises up. Each of the 4 flyers takes hold of a corner of the board and raises it – but not more than 2 feet above the floor. The board must be kept level, so the rider can stay on. He may put his hands on the flyers' shoulders for support. The plane zooms along through the clouds (around the room) as the flyers walk slowly. One of the flyers (the pilot) can make up and tell a story about what he sees on the flight.

Then suddenly, the pilot announces there is engine trouble, and the rider will have to bail out. The plane starts coming down. (At this point, the flyers must lower



The “jet plane” has just taken off from the airport for an exciting ride.

the board until it is about 2 or 3 inches from the floor.) The rider puts on his parachute (make-believe) and must no longer hold onto the flyers' shoulders. The flyers call out: "Bail out!" and the rider has to stand up and jump. The blindfolded rider may be frightened if he thinks he is jumping 6 feet or more, but of course it is only a few inches. The rider lands safely, when he jumps, and then he joins the flyers.

The next rider is blindfolded and led into the airport for his jet-plane ride. And so it continues until all have rides.

THE HAT STUNT

The two boys playing the Hat Stunt each wear a hat. When one boy ("A") makes a motion, the other boy ("B") does the opposite. For example, player "A" holds his hat up in the air. Then player "B" must hold his hat down close to the floor. If "A" takes his hat off, then "B" must put his on. If "A" sits down, "B" must stand up. If "A" scratches his head, "B" scratches his foot, and so on. If the players are good, the action will be quite fast, and it will look like a comical dance.

If "B" doesn't do the opposite motion five times, "A" wins. If "B" does the opposite motion, five times, "B" wins. Only two boys at a time should play, while the others watch. Then two more have a chance to play, until everyone gets a turn. Each stunt should take just about three minutes.

OVER THE LINE

Two boys at a time (or two teams) can test their strength in this pulling contest. It can be played in a gym or outdoors.

Mark on the floor or ground two parallel goal lines 20 feet apart. Two boys start by facing each other exactly midway between the two goal lines. At a signal, each player grabs the other's wrists, and tries to pull him back across his own goal line. If he succeeds, he gets one point. The first player to pull his opponent over the goal line two out of three times wins.

If you are playing as teams, first choose sides and the score can be kept by teams. A boy from one team is matched against one boy from the other team. The boys should be matched for equal strength. Don't let a little fellow try to pull a heavyweight either.

If a boy pulls his hand loose, then both must go all the way back to the center and start again. So hold tight when you get your opponent near your goal line.

ROOSTER FIGHT

For the rooster fight each boy squats and grabs his ankles. While in this position the players try to upset each other, but only by using their shoulders and backs. Hands cannot be used, as they must not be removed from the player's ankles.

The free-for-all takes place inside a marked circle, with from 8 to 20 boys playing at a time. If you play in a gym, use chalk to mark a circle about 10 feet across. If you play it outdoors, mark a circle of the same size on the ground with a sharp stone.

If anyone moves or is pushed outside of the marked circle, he is out of the game. And any player who moves his hands from his ankles, falls over by himself or is pushed off balance, is also out. Sometimes a whole row of players will fall, one after the other. This is usually very funny.

The last one to remain squatting is the winner.

SALTY WHISTLE RACE

Have you ever tried to whistle with your mouth full? Here is a whistle race which is lots of fun.

For equipment you will need as many salty soda crackers as you have boys. Any number can take part in this race, but only two boys play at a time. You can race indoors or outdoors.

Choose two teams, line them up side by side with the teams facing. At a signal the first boy of each team starts eating his cracker. When he finishes eating he must whistle the first few notes of a tune. Then the next player on his team eats his cracker and whistles a tune.

This goes on until all the players on a team have had a chance to eat a salty cracker and whistle a tune. The first team to finish wins. Sometimes it is a good idea to have a judge watching. In this way, everyone is certain that the tunes have been whistled.

TABLE WRESTLE

This is an indoor contest between two boys to test strength.

The boys sit down facing each other on two chairs with a small sturdy table in between. The table should be small enough so when the boys sit and reach across, they can easily touch each other's shoulders.

The boys place their right elbows squarely on the table with their forearms and wrists straight up. They clasp hands. At a signal, they try to turn each other's wrist down until it touches the table.

As soon as one boy forces the other boy's wrist to the table the contest is over. Left hands can be used only to grasp the chair you sit on, not the table.

A left-handed boy should be matched with another left-handed boy.



CHINESE GET-UP

Chinese Get-up can be played indoors or outdoors. It is a very skillful stunt which takes lots of practice, and is especially suited for 11 and 12 year-olds. Players should wear rubber-soled shoes or gym shoes in order to get a good grip on the ground.

Two players sit back to back with their arms folded over their chests. Then at a signal, each boy tries to stand up while still keeping his arms folded. The first boy to do this wins. The trick to winning is to push up against the other player. The boy who does this first has the advantage. Sometimes a player with a better sense of balance can win over a stronger player.

Several pairs of boys in a group can try this stunt at the same time. Then the winners can be matched with each other, and a final winner chosen.

BIKE PARALLEL

If you can ride a bike, here is a good stunt. First, draw on the pavement two lines side by side, three feet apart and 75 feet long. It is best to have two boys draw the lines. They can take a piece of string $3\frac{1}{2}$ feet long, and tie a stick of chalk to each end. Then while keeping the string tight, the two boys walk in a straight line and draw the chalk lines. One end of the line is the start and the other end is the finish.

Then each rider gets on a bike and sees how fast he can ride between the lines without crossing them. Another game can be to see how slowly he can ride — this is harder — without touching the lines. One of the boys should use a watch or clock to time the riders to see who goes the fastest in the “speed parallel” and who goes slowest in the “slow parallel.”

(For more bike games see the book “Bike-Ways,” by Godfrey Frankel.)

ANTELOPE RACE

For this race to be successful, all the boys on a team must work closely together. Two or more teams can race, either in a gym or outside. Each team should have three or more boys.

Players on each team line up one behind the other at a starting line. They face a distance line, about 50 yards away. Each player except the leader of a team puts both hands on the belt or waist of the player in front of him.

At a starting signal, each team runs all together to the distance line, with every player holding on to the belt of the player ahead of him. At the distance line, each team turns left and heads back to the starting line. The first team to cross the starting line with all its players together wins. If someone falls or lets go his hold, his team is out of the race.

The contest can be run several times.

HOMEMADE QUILTS

This game of skill can be played indoors or outdoors with a group of 3 to 12 boys. You will need at least 10 fruit jar rings made of rubber and either an old kitchen stool, or a clothesline and clothespins. If you use the chair or stool, turn it upside down on the floor so that you toss the rings over the legs.

If you use the clothesline, stretch it across your playing space, and tie the ends so that the rope is about 3 feet high. Then put several clothespins on the rope. These will act just as well as targets to toss the rings on.

Your throwing distance should be about 10 feet. Make a line 10 feet from the targets and have the players stand behind the line. Each player in turn is given all the rings. He tries to get rings on each leg of the chair, or each clothespin. For every time he circles a target he gets one point. He tosses until he has used all the rings.

The contest continues until each player gets at least one turn. The player who finishes with the highest score wins.

INDIAN WRESTLE

An Indian wrestle should always take place on soft grass (or on a gym mat, if played indoors).

Two boys lie down on their backs, right side next to right side, and heads in opposite directions. They then lock their right (inside) arms. When the signal is given, they lock their right legs. Then the contest is on.

Each player uses all his strength and skill, and tries to roll his opponent over. The player who rolls his opponent over first, wins. Sometimes your legs may become unlocked. If this happens, you must wait for another signal to lock them again and the match continues.

Several contests can be held at the same time. Just be sure the matches are far enough away from each other so no one gets kicked.

BUZZ BUZZ

Three boys at a time play this. It is lots of fun to watch, too. The three players first stand side by side, facing the same way. Then they stretch their legs wide apart, so that the middle boy's feet touch the nearest foot of each of the other two boys.

Each end player places his "outside" hand over his opposite ear, that is, the ear which is closest to the middle player. This makes the outside players keep their heads turned away from the middle player, and they can't see him.

The middle boy puts on an old hat. Then he says: "Buzz-buzz" and at the same time lightly touches the "outside" hand which is over the ear of *one* of the end boys. The end player who was touched can now swing his other hand behind him and try to knock off the middle player's hat — without being able to look at him, of course.

The middle player can duck his head and squirm around, but must keep his feet in place. If his hat is knocked off, the player who knocked it off gets in the middle, and a new end player is chosen to take his place.

If the end players can't knock off the middle boy's hat after several tries, they must give up and let the middle boy "buzz" two other end players.

The middle player must always be ready to duck, and the end players should be fast and try to surprise him.



*With one boy swinging and one boy ducking, Buzz Buzz
is great fun to play, and just as amusing for an audience
to watch*

HUMAN TUG OF WAR

Usually a tug of war is played with a rope. Well, this one is played without a rope, but with boys! It can be played outdoors or in a gym, with from 10 to 20 boys.

Divide the players into two equal teams and draw a line across the center of the field or floor. The teams then each line up in single file, one boy behind the other. The teams face each other, each team on its own side of the center line. Then, each player takes hold of the waist of the player in front of him. The head boys on each team, facing each other across the center line, also grasp each other around the waist.

At the starting signal, each team tries to pull the opposing team over the goal line. The team that first pulls the entire opposing team (including the end boy) over the center line, wins.

If the teams are equal in weight, the human tug of war can see-saw back and forth quite a lot until one team gets tired.

CIRCLE SWING

Circle swing can be played in a gym or outdoors. It's a good contest for 6 to 25 boys. All you need is a rope with a padded object tied to the end. This can be a towel rolled up, or an old cap, or anything soft that will not hurt the boys.

The players form a circle with one boy in the center. The center player is to hold one end of the rope, and swing it. The rope should be just long enough to reach the players forming the circle. If you have more players your circle will naturally be larger. In that case, you will have to get a longer rope. So get a rope that will fit the size of your circle.

Now, the center player swings the rope about a foot above the ground. Everyone must jump over it to keep from being hit by the padded object at the end. If a boy is hit he must drop out. The last boy remaining in the game wins, and he becomes the center player when the game is repeated.

STEEPLECHASE

You'll need to collect a number of different objects for Steeplechase, a game which can be played indoors or outdoors with any number of boys. First get some things of different sizes and shapes. Choose, for instance, a mirror, a milk bottle, a large saucepan, a stool, a pail of water, some eggs, a table, and so on. Place them on the floor in one line with space between the objects.

Now choose half of the boys in the group and let them take turns walking over the pan of water, around the mirror and stool, under the table and carefully over the eggs. Then, give them a chance to study the order of the objects, and point out that they will have to do the same thing blindfolded. Now, put all the boys in this group in another room, and have them come in one at a time. Only after one boy has finished should another boy be led into the room, blindfolded.

Now, just *before* a blindfolded player is brought into the room, all the objects should be quickly and quietly removed by the other boys. The blindfolded boy then begins to walk the "Steeplechase."

Boys on the sidelines may, very seriously, call out directions, such as, "Watch that bucket of water," "Step higher," or "Now, duck, the table is next," or "Don't break those eggs."

The comedy is in watching the boys step high and carefully over and around nothing. They crawl where they think the table is, and carefully pull in their heads

to keep from bumping it. All the time they are supposed to think they are really doing a good job in walking the "Steeplechase" course. Cheer them on! And watch the fun!

HAND PUSH

The hand push can be played anywhere by two boys. First, one boy stands with his feet together and arms outstretched. Another boy stands opposite him in the same position, so that the palms of his hands touch the palms of the first boy.

Then both players, with palms touching, begin slowly to count, "One — two — three." As soon as they say "three" they try to push each other off balance, just with the palms of their hands. Of course, the player with more strength can usually push his opponent over. However, this can become a very skillful contest with one player pretending to push and then suddenly stopping. In this way, the other player may lose his balance.

You may spread your hands apart when pushing, but you may not drop your hands to your sides. The first player to lose his balance and fall, or lose his footing is out. Then the other player is the winner.

TRACK MEET

For track events you will need a large outdoor playing space, such as a school yard, a park, or a camp area. From 6 to 20 boys can take part in these events at one time without having to wait too long for a turn.

Divide the players equally into two teams. One boy should be chosen as the judge to mark down the scores each player makes. Scores for the events are: First Place — 5 points; Second Place — 3 points; Third Place — 1 point. Scores should be kept for each event and then added up at the end of the track meet. The team with the highest score wins. Each event may be played separately as a contest, or all of them can be put on as a track meet.

50-Yard and 100-Yard Dashes

In a large area, mark off a starting line; a line 50 yards away; and a third line, 50 yards beyond that, or 100 yards from the starting line. Put strings across the finish lines. For the 50-yard dash the two teams line up behind the starting line. At a given signal all players run to the finish line 50 yards away. The runners who get to the finish line first, second and third get points for their teams.

Then the two teams of boys line up at the starting line and race to the 100-yard line. The judges must be alert to spot the first, second and third to finish. Scores

are kept for this race, too. If you have more than 10 boys, divide each dash into two parts (or "heats") and then add up the scores.

High Jump

The best place for a high jump is on a grassy level spot where you can jump into a sand pile or sand pit. If you don't have any sand, just soft grass will do.

Stand two straight poles, about 5 feet high, in the ground. Place them about 7 feet apart. Tie a rope between them. At first have the rope at about 2 feet above the ground, but then keep moving it up the poles. Mark off the poles at 2 feet, 2½ feet, 3 feet, 3½ feet, 4 feet, 4¼ feet, 4½ feet, and so on. Each boy should get a chance to jump over the rope at the first level. If a boy misses, or touches the rope in going over, he may have one more chance to make it. If he fails a second time, he drops out. After each boy has jumped, the rope is raised to the next level. The contest continues till only three boys are left. The first of these three boys to miss gets Third Place, the next boy gets Second Place, and the last boy wins First Place.

Running Broad Jump

For this event a sand pile or pit or soft ground is also best to jump into. Set a take-off mark about 10 feet from the sand. Each player gets a running start of about 25 feet, and at the take-off mark must leap into the air

as far forward as he can from the mark. (It is not necessary to jump high in the air.) The judge watches the heel of the last foot and measures this distance. After every boy has jumped twice the 3 boys who jumped the farthest receive first, second and third place.

(The best jump of each boy counts — not the total or average jump.)

Standing Broad Jump

This event is the same as running broad jump, except the contestants do not run. They stand with their toes at the take-off line with both feet together and must leap forward. The three that leap the farthest from the take-off line are the winners. The distance is measured from the take-off mark to the heel of the last foot.

Volley Ball Throw

This is a contest to see who can throw a volley ball the farthest from the starting line. The boys take turns. They may stand directly back of the line and throw, or start 5 or 6 feet behind the line and then run and throw the ball before they cross the line. The judge measures each throw and the boy who throws the farthest distance wins, next farthest is second place and so on.

TEAM RELAYS

For most boys, relays are a favorite form of group games. These 16 relays are athletic and encourage team spirit. They have a great deal of variety, and most of them can be played outdoors or in a gym.

THREE-LEGGED RACE

This exciting race has been played for hundreds of years by boys the world over. You can play in a gym or outdoors. It's best to divide your group into two or three teams. Players are paired off two by two — try to match up partners of the same height.

Then, with the partners facing in the same direction, tie their two adjoining legs together with a soft rope or rag. The two legs will have to act as one leg in the race, and the two boys will have three legs between them. It is a good idea to practice running this way a few minutes before the relay starts.

Mark a distance line about 50 feet away. The first pair on each team line up at a starting line. At a signal they run to the distance line, touch it, and return, tagging off the second pair. The second pair run to the distance line, touch it, and return, tagging off the next pair, and so on until each pair on a team have a chance to run. The first team to finish wins.

JUMPING STICK RELAY

This relay can be run in any large room or gymnasium or outdoors. A dozen or more boys may play. Choose sides, so that you have 6 or more boys on each team. The game is most fun when there are a great many boys and large teams.

Before you start, you will need two or more smooth straight sticks about 4 feet long, one stick for each team. (You may use jumping ropes instead of sticks, if you want.)

The teams line up. The first player takes one end of the stick in his hand. At the starting signal, the first player of each team turns around and hands the other end of his stick to the player behind him. Then, with each holding an end of the stick just a few inches from the ground, they walk or run with it towards the back of the line. The other players on the team must jump over the stick as it reaches them.

After the last boy in line has jumped over the stick, the boy who was first in line stays at the end of the line. The boy who was second takes the stick up to the head of the line again and gets the next boy to be his partner.

These two boys now carry the stick down their line, with each player jumping over it. The second boy then stays at the end, and his partner goes on with the stick, as before. Each member of the team has two turns at



Leap high over the stick when you're jumping, but don't hold the stick too high when you're carrying it in the Jumping Stick Relay.

carrying the stick before the race ends. The team which goes through the whole line first wins.

If a boy trips in jumping over the stick, he must jump again until he leaps cleanly over it. The carriers must be careful not to hold the stick too high if they want their team to win the race.

LEMON TWIST

If there are 8 or more boys in your group you have enough players for Lemon Twist. This relay can be played indoors or out. Get one lemon and one pencil or stick for each team.

The object of the game is to push the lemon with the pencil or stick to a marked line or wall about 20 feet away. Then the lemon must be pushed back to the starting line.

The first boy on each team starts. After he has pushed the lemon to the line and back, he gives the pencil to the next player in line. This player must then push the lemon to the line and back. This goes on until everyone has had a turn. The first team to finish wins.

This game isn't as easy as it sounds. The lemon will twist and turn and often go the wrong way. After a while you will get the knack of it, and push at just the right speed. It's lots of excitement.

BLACKBOARD RELAY

From 6 to 40 boys can play Blackboard Relay. It is especially good in a room that has blackboards in it, such as a school room, but you can play at home, too, with a large sheet of paper on a wall.

Divide the group into two or more teams. Line up a distance away, facing the blackboard or sheet, and give the first player in each line a piece of chalk (or pencil).

At a signal the first player of each team runs to the board, writes down a word, returns to his line, and gives the piece of chalk to the second player, without talking.

The second boy runs to the board and writes down another word, either in front of or after the first word. Then the third boy does the same thing, and so on, until each player has had a turn. But remember that your team must end with a complete sentence in order to win. And you can't write words in between.

Be sure to have a clear space between teams and blackboards, so remove all chairs and desks that may be in the way. Another important thing to watch is that your writing is clear. Then the other members of your team won't have to take time to figure out what your word is.

WHEELBARROW RACE

You need lots of space for the Wheelbarrow Race. So it is best to play it outdoors, and on grass. You should have an equal number of players, and not less than 8 on each team. You can have as many teams as you like, but be sure you have enough boys.

The boys on each team pair off. One boy becomes the wheelbarrow, and the other helps him along. The wheelbarrow walks on his hands, while the partner holds up his ankles. At the starting line each team gets together. A distance line is marked off 40 feet away. Then at a signal each pair of boys race to the distance line and touch it. Then the wheelbarrow becomes the driver, and the boy who helped him becomes the wheelbarrow. In that way, they return to their team.

As soon as each pair get back to the starting line, the next pair on each team start off. The first team to finish wins. It will help you to do a little practicing before the race begins.

CIRCLE LEAP FROG

This is a gym or outdoor game for 10 to 40 boys. Divide the group into several teams of equal number.

Each team forms a circle. The boys in the circle must stand front to back, an arm's length away from each other. Then at a starting signal, the leader of each team begins to leap frog over the others on that team. The others bend over and place hands on knees so that he can leap frog over them.

When the leader goes all around the circle and returns to his original spot, he taps the boy in front of him. That boy then has a turn to leap frog over all the others in the circle. When he gets back to his place he taps the boy ahead of him. This goes on until each player on each team gets a chance to leap over the others. The first team to finish wins.

TYING THE PACKAGE

Here's a funny relay that can be played either indoors or outdoors. You'll need two teams with 4 or more boys on each team. You will also need a ball of soft string for each team. Be sure that each ball contains the same length of string.

The boys on each team line up side by side, and the two teams face each other. The first boy on each team is given a ball of string. Then, at a starting signal, the first boy holds on to the end of the string and hands the ball to the next boy. The next boy holds on to the string, and unwinds enough so that he can pass the ball along to the boy next to him. The ball is handed along the line, unrolling as it goes.

When the ball of string gets to the boy at the far end of the line, he hands the ball behind his back to the next to last boy. The ball is then passed, behind the boys, with each boy holding on as best he can, till the ball gets to the front of the line again. The first boy pulls the string around to the front again, and starts handing the ball along towards the end of the line again.

You see what is happening, don't you? The teams are getting wrapped up by the string. The first team to get wrapped up and use all the string wins.

Now you can have an untying relay with the same rules, as each team tries to untie itself first.

DIZZY BAT RELAY

If you get dizzy in this race, that's just part of the fun.

Any number of boys can play this, either in a gym or outdoors. Divide your group into two or more teams. Mark off a distance line 50 feet from the starting line. When the teams line up, give each team a baseball bat, which the leader must place at the distance line in front of each team.

At a starting signal, the first boy on each team runs to the distance line where he picks up his bat. He stands one end of the bat firmly on the ground, and places the other end against his forehead. In this position, he must run around the bat three times. Then he drops the bat and races back to the starting line where he tags the next player.

The next boy repeats the same actions. Each player has a turn to run around the bat and return to the starting line. The first team to finish wins.



KICK THE STICK

This outdoor game, which is taken from an old American Indian race, can be fun for 6 to 40 players.

Divide the players equally into two teams. Each team should find a crooked stick about 12 inches long. Then the teams line up behind a mark.

A signal is given and the first player on each team starts kicking his team's stick to a goal about 50 feet away from the starting line.

After each boy kicks the stick to this line, he turns around, and kicks it back to the starting line. As soon as he gets back, the second man on his team starts to kick the stick to the goal and back. The game goes on until each player has kicked the stick to goal and back. The first team to finish wins.

Sticks should be kicked along the ground and not in the air. After you've played this game you will know why the sticks are supposed to be crooked.

HORSE TURNABOUT

For this game you will need paper bags and from 12 to 30 boys. Divide the group into teams of equal number. Half of the players on each team will be "horses" and half will be "riders." Horses and riders walk a course of about 50 feet.

Each team lines up at the starting line. The first horse of each team takes a good look at the course. Then the horse puts a large paper bag over his head. The rider for each horse is a second boy who doesn't ride but acts as a guide.

At a starting signal, each horse is turned around three times before he starts the course. The horse and rider must go all the way to the goal line, 50 feet away, and then return to their team. Each rider walks behind his horse and helps him by giving him directions. The rider cannot touch the horse, but tells him, "Go to the right," "More to the left," "Straight ahead," and so on.

Upon returning to the starting point the first horse on each team takes off his paper bag and tags the next horse. The new horse is turned about three times and then goes off with his own rider.

The first team to finish the relay wins. If another game is played, the riders and horses change places.

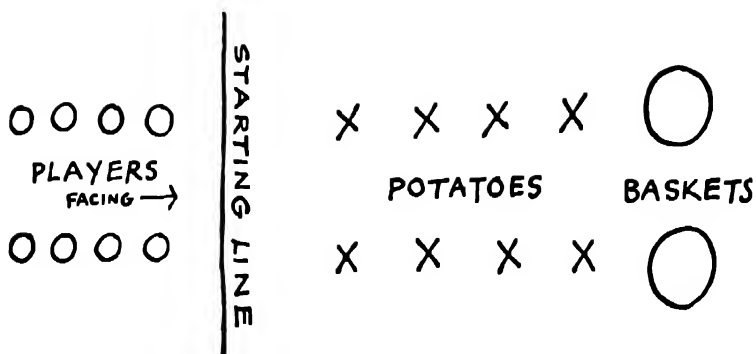
SUPER-DUPER POTATO RACE

This potato race can be played in a gym or outdoors. Before you start you will have to get two waste baskets or bushel baskets and eight medium-sized potatoes. Each basket should be at least large enough to hold four potatoes. (Boxes can be used instead of baskets.)

From 6 to 20 boys can play this game. Divide the group into two teams, and line up with one boy behind the other. Mark off a starting line in front of the first boys. Then 50 feet straight ahead place the baskets or boxes, one for each team. On the ground or floor, mark the spots where you will put the potatoes. (See diagram.) The first potato should be 10 feet from the starting line, the second potato 10 feet behind the first one, and so on.

Then at a starting signal, the first boy on each team must race to the nearest potato, pick it up, pass by the other potatoes, run to his team's basket and drop it in. Then he must run back to the second potato, pick it up, run to the basket, and drop it in. Then back for the third, and so on. After the fourth and furthest potato has been dropped into the basket, he races back to his team and the second boy in line runs.

But it is different for the second boy. He must first race to the basket where all the potatoes are, and pick one up. Then he must race all the way back to the spot marked for the first potato, and place the potato on the ground there. Then he dashes back to the basket for another potato, which he puts on the mark for the second



potato. After he has taken out the third and fourth potatoes and placed them on their marks, he races back and touches the third player.

The third player must do what the first player did. He must take the potatoes *one at a time* and place them in the basket. The fourth player does what the second player did, that is, he takes the potatoes out of the can *one at a time* and puts them back on their marks. The game goes on until one team finishes. And that team wins.

CIRCLE RACE

From 16 to 24 boys can play this game in a gymnasium or outdoors. Divide the group into two or more teams.

Boys on each team hold hands and form a circle. Instead of facing in, however, the players face outward, all except one player. He is the driver and can face inside or out. A distance line about 50 feet away is set up and marked. The object of this game is for the teams to race to the distance line without breaking the circle.

At a starting signal, the race begins, with the driver calling out directions. Some of the boys will be running backwards, and others sideways, and the driver tries to guide them.

If the circle breaks, it must assemble again at the spot where it broke. After a team crosses the distance line, it must return to the starting line. The first circle to return to the starting line wins.

This amusing game sounds lots easier than it really is. Just try it!

CRAB AND MONKEY RELAY

For Crabs and Monkeys you need a large room, a gym or open space outdoors. Any number of boys can play. Divide the group into two equal teams.

Mark a distance line about 30 feet from a starting line. The teams line up and, at the starting signal, the first player of each team walks like a crab. He does this by walking on his hands and feet, with his feet ahead of his hands and his back towards the ground.

When the first boy reaches the distance line he turns around and walks like a monkey. He does this by placing his hands on the ground in front of him. Bending over forwards, he walks on all fours back to the starting line. When he reaches the line, the second player starts out with the crab walk, and returns from the distance line with the monkey walk. Each player follows in order.

The first team to finish this relay wins.

JOB LOT RELAY

This is an outdoor or indoor relay, which can be enjoyed by 10 to 40 boys. Divide the group into two equal teams. Each team forms a straight line with the teams facing each other, 6 feet apart.

A number of different objects are selected as part of the "job lot." They may be objects such as a pair of shoes, a pencil, a milk bottle, a baseball, a pitcher's glove, a book, and so on. You are going to hand them from one boy to another down the line.

All these objects are stacked up at the head of each line. Decide in advance the *order* to follow in passing the "job lot." For example, you may hand the shoes first, then pencil, milk bottle, and so on. At a starting signal, one object at a time is then passed through each team, each boy handing the object to the next boy on his team. The objects must be passed through each team *in the same order*. If a team makes a mistake, the object must be returned to the pile and the right article passed.

The last boy on each team just piles up all the objects. When the pile is completed he must hand them back through the line in the same order he received them. The team that passes and returns the objects in the correct order in the shortest time wins.

If you have an extra boy he can act as the umpire.

FORTY WAYS OF GETTING THERE

Ten or more boys can play this game outdoors or in a gym. Divide the group equally into two or more teams. The boys line up one behind the other. At a starting signal, the first boy on each team runs to a wall or to a marked line, and returns to tag the second boy in line.

The second boy must then get to the wall or line in a different way. If the first boy ran, the second boy cannot run. He may hop or jump or skip. The third boy when tagged may run backwards. The fourth boy may hop and wave his hands. The fifth boy may run or jump sideways. The point is that each player must get to the wall and back again in a different way. The team finishing first wins.

A second and third game can be played. To make these games harder, each player must move in a way that was not used in the other games.

GO AND GO BACK

Here is a game that is just as much fun to watch as it is to play. In this relay you have several teams with 3 to 5 boys on each team. The more teams you have the better it is. Try to divide teams so that the boys are equally matched as runners. One boy (not on a team) acts as the referee and is given a whistle.

Mark off a starting line, and a goal line about 30 feet away. Each team lines up behind the starting line. When the whistle blows, the first runner on each team starts running towards the goal line. As soon as the first boys reach the goal line, the referee blows the whistle again. At that moment, *all* the boys must turn and run back to the starting line, whether or not they have reached the goal. If a boy *did* reach the goal he may touch off the next runner on his team when he gets back to the starting line. Then the second boy starts out running when the referee blows his starting whistle. If a boy did *not* reach the goal line, he must continue as the runner of his team.

The game goes on in the same way. Each time the referee blows the whistle, after the fastest runners reach the goal, all the boys running toward the goal must turn and run towards home.

Those boys who have run back and forth without reaching the goal line must run until they do reach the goal before the whistle blows—or else no one else on their team will be able to run. Usually a slow runner will

be matched against other slow runners after a short time.

A team wins when all the boys on the team have run to the goal and back.



EASY GAMES

These games were especially selected for boys in the 6 to 8-year group. Older boys will enjoy them too, just as many of the games in other sections are also suitable for 6 to 8-year old boys. But these 18 games are sure-fire favorites and they are all simple enough for younger boys to learn them quickly and easily.

FROG IN THE MIDDLE

Played indoors or outdoors, the game is a favorite with small groups of from 3 to 6 boys.

One boy is chosen to be the "frog." He squats on the floor or ground. All the other boys form a ring around him.

Any player can try gently to push or pull him. When this happens, the frog tries to grab that player, without rising from the floor. If the frog is able to grab him, then that player becomes the frog, and the original frog takes a place in the ring.

Slapping and hard shoving are not allowed. Players must push or pull gently and carefully.

PING PONG BREEZE

You can play Ping Pong Breeze indoors or outside (if there is no wind). All you need are 4 to 10 boys, a ping pong ball, and a smooth, level surface. You can play on a smooth sidewalk or on a floor. If you play it indoors be sure to move the furniture to the side of the room.

Divide the group into two teams. Then mark off the space to play in. It should be about 20 feet long and 6 feet wide. Mark goals with string, chalk or stone. The goals for each team are at opposite ends of the 20-foot playing space. Then find the middle of the space, mark it, and put a ping pong ball there. That will be the starting point.

Each team must now try to blow the ball to its goal, and at the same time stop the other team from blowing the ball to its goal. The players on a team can all blow at the same time or take turns blowing. The ball *cannot* be touched by any player—it can only be blown. If the ball goes out of bounds, it is placed in the middle of the playing space at a line where it went out.

A team gets one point when it blows the ball to its goal. The first team to get 5 points wins the game.

LANDING A FISH

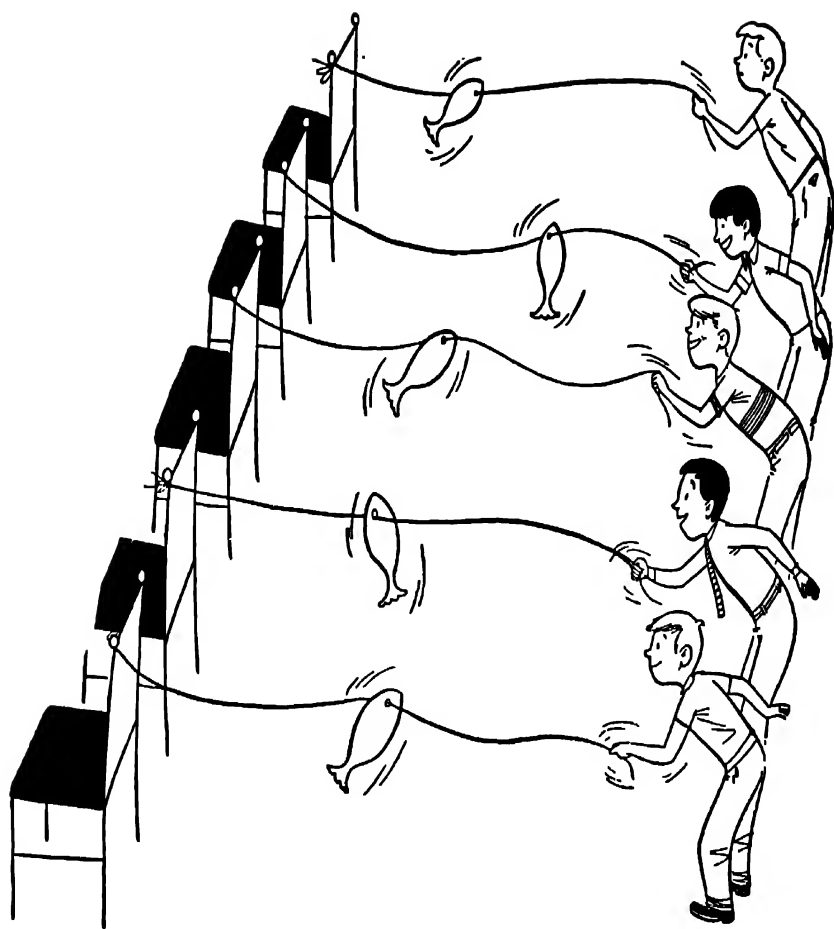
You will need to prepare for this race, but you will find it worth doing, because the game is such fun.

From 2 to 10 boys can play. You will need a string about 10 feet long for each player. Stretch the strings across the room, leaving at least one foot (12 inches) between the lines. Tie one end of each string to a heavy piece of furniture, such as a chair or table. Tie it at about shoulder level so that you don't have to stoop as you play.

You will also need some cardboard or stiff paper. Cut out a number of small fish shapes (about 6 inches long) from this paper, one for each player. Then, with your scissors, poke a hole through the head of each fish. Make the holes as small as possible. Pull the loose ends of the strings through the holes, and push the fishes all the way up to the tied ends of the lines. Give each player a fish on a line.

When the starting signal is given, each player shakes and dangles the loose end of his line, trying to get his fish to move toward him, so he can "land" it. The boy who gets the fish into his hands first, without moving forward, wins the race.

You will want to race many times, until you become expert at this game.



To become an expert "fisherman" and land your catch quickly, you have to jiggle the line carefully.

UP THE STAIRS

This game is popular where there are stairs, either indoors or out. From 3 to 6 boys can play, depending on how wide the staircase is. One boy is the leader. He holds a stone, a button or a coin in one hand. The other players all sit on the lowest step.

The leader holds out his closed fists, and each player has a turn to guess in which hand the object is hidden. After all players have had a chance to guess, the leader shows which hand holds the object. Those who guessed correctly move one step up. Those who didn't guess right remain sitting where they are.

Then the leader again places the object in one hand and gives each player a chance to guess. This goes on as the boys move up to reach the top of the stairs. After they reach the top, they start moving down each time they guess correctly. The first player to get to the top and back to the bottom of the stairs wins. Then he acts as leader.

BEAN HUNT

Bean Hunt is a fine indoor game for as large a number of boys as you have room for. One boy hides large beans all over one room while the rest of the players are in another room. You can use dried lima beans or kidney beans, or even small pebbles. Hide them in different places, such as closets, behind books, under ash trays, in bottles, on shelves, and so on. Be sure to remove anything valuable or breakable, because the players will move around quickly.

After the beans are hidden, all the boys are called into the room and told they have 5 minutes to find the beans.

When 5 minutes are up everyone counts his beans, and the player with the most is the winner. He then collects all the beans and hides them for the next game.

CRAWLING UNDER

Wherever you play it, outdoors or in a gym, this game is always amusing. If you play it indoors, be sure you have enough space, as you have to mark a goal line about 30 feet away from the start.

From 10 to 30 boys can play. Divide the group into two or more teams. The players on each team line up, one behind the other.

The first player on each team runs to the goal line, and returns to the starting line. Then he gets down on his hands and knees in front of the next player, and crawls between the widespread legs of all his teammates. As soon as he crawls through the legs of the last boy, he raises his hand. The player at the head of the line now runs to the goal line and back, and then crawls through the legs of his team.

This continues with all the boys taking a turn until the first boy is back at the front of the line. The first team to finish wins.

SALUJEE

From 8 to 25 boys can play Salujee. You will need a knotted towel or a soft ball for this active game. Everyone forms a circle and the player who is “It” gets in the middle.

The purpose of the game is to throw the knotted towel from player to player without letting “It” get it. The towel can be thrown around and across the circle. It can be thrown over “It’s” head, or around “It,” or passed around the circle from boy to boy. A boy may hold out the towel towards “It,” wait until “It” is just about to grab it, and then throw it to another player. However, a player shouldn’t hold the towel too long, as “It” gets the towel if he stops a player from throwing. Try to keep the towel moving all the time.

If “It” succeeds in catching the towel, the player who threw it then becomes “It” and the former “It” takes a place in the circle.

When you play Salujee be sure you play outdoors, or in a room with a high ceiling, such as a gym.

CUP OF WATER RELAY

This game can be played outdoors or in a gym. From 10 to 20 boys can play. Divide the group into two or more teams. Mark a distance line 30 feet away. The players on each team line up one behind the other at the starting line. Give the first player on each team a full cup of water. The same amount of water should be in each cup.

At a signal, the first boy on each team walks as fast as he can (without spilling the water) to the distance line and then back.

When the first player gets back to his team, he hands the cup of water to the second boy. The second boy walks as fast as he can to the distance line without spilling any water, and then turns around and walks back. The next player in line takes the cup, and so on.

The first team to finish gets one point. The team that has the most water left in the cup also gets a point. If a team finishes first and also has the most water in the cup, that team gets two points. The first team to score ten points wins.

FOOL THE TEACHER

Four or more boys can play this game indoors or outside. One player is chosen as the teacher. All the other players line up side by side with their arms folded across their chests. The teacher stands about 15 feet in front and faces the row of players.

The teacher has a ball. He may either throw it to any of the players or pretend to throw it. The object of the game is to make a player unfold his arms when the ball is *not* being thrown to him. The only time he may unfold his arms is when the ball is actually coming towards him. If he unfolds his arms at any other time he gets one point against him. When he gets three points scored against him, he is out of the game.

If the ball is actually thrown and the player catches it without dropping it, he has a chance to fool the teacher. The teacher must now stand with his arms folded until the ball is thrown to him. If he unfolds his arms when the ball is not thrown—or if he misses the ball when it is thrown—then he becomes one of the group and the boy who fooled the teacher becomes the new teacher. However, if the teacher doesn't make an error, he remains the teacher.

BARKING DOGS

This is an easy game to be played indoors or outside. You will need a ball and a phonograph, piano or radio. From 6 to 20 boys can play.

The players form a circle and pass the ball around to the right. While this is going on, a leader or another boy, not in the circle, plays the music. Every once in a while he suddenly stops the music. Whichever boy has the ball at this moment becomes a "dog." The dog must get down on his knees and bark. Then he gets up and passes the ball to the right again as the music starts.

Whenever the music stops again, the boy who has the ball becomes a dog too. *But*, once a player becomes a dog, he is a dog for the rest of the game! So, every time the ball comes around to him in the circle, he must get down on his hands and knees and bark!

Soon there is a room full of barking dogs. It is time to end the game, or start over, when almost every boy is a dog. The first player who became a dog has a chance to play the music for the next game.

THREE DEEP

From 10 to 50 boys can play this game either outdoors or in a gym. Boys stand in a double circle. Each boy in the outer circle must stand directly behind a boy in the inner circle, making it two deep. All face the inside of the circle and keep their hands at their sides.

There are two boys who are not in the circle. They are the runner and the chaser. They start out at opposite sides of the outside of the circle. The chaser goes after the runner and tries to tag him. The runner can save himself by running into the inner circle and standing in front of any boy. Then that line becomes three deep and the outside or third boy (in the outer circle) must now run or the chaser will tag him. The two boys left in that row must now step back to keep the circle.

The new runner can save himself by getting in front of another couple. This goes on until the chaser succeeds in catching a runner. When this happens, they change places and the chaser becomes a runner, and the runner a chaser.

The runner can only run into the inside circle if he is going to stop in front of a couple. No other running inside the circle is allowed. The game is easier to play than it may sound!

FATHER, MAY I?

This game can be played outdoors or in a gym with 6 to 25 boys. The playing space should be about 50 feet long. At one end, mark the starting line, and at the other end, the goal line.

A leader ("Father") is chosen. He stands at or near the goal line facing the boys. The boys line up across the starting line. Beginning with the boy on the far left and going in order to the right, one boy at a time asks the leader, "Father, may I take some steps?"

The Father then answers, telling the player if he may take any steps, and what kind they should be. He may answer, "Yes, you may take 5 giant steps," or he can say, "Yes, you may take 3 baby steps," or he may say, "No, you may not."

While this goes on, the other boys try to move without being seen by the Father. They are not supposed to move without permission from the Father, so they inch forward very slowly and carefully. If the Father sees anyone move who hasn't received permission, that boy is sent back to the starting line.

The first player to reach the goal line wins. He becomes Father next time the game is played.

PAPER BAG HEADS

Here is a good icebreaker game to start your party if the boys all know each other pretty well. As each boy arrives, the host gives him a large paper bag, a slip of paper with his number on it, a card and a pencil. Each boy pins the slip with the number on his chest. He pokes out eye-holes in the paper bag and slips it over his head.

Then each boy tries to guess the names of the other boys, who also wear paper bags over their heads. When he recognizes the others, he writes their number and name on his card. At the same time, he tries to keep the others from guessing him. So he tries to walk differently, or perhaps skips or hops. He may change his voice, and do many funny things to keep from being recognized. With all the boys doing this, you will have a lively party.

When all the guests have arrived, and every boy has filled out his cards, you collect each boy's card and read off the correct names and numbers. As you read, the boy whose name is called takes off his paper head.

You can check the cards then. The boy who guessed the most names correctly is, of course, the winner.

BUDDIES

This is a lively game for 20 to 40 boys. Let's say you have 30 boys, for example. Every boy chooses a buddy. Now there are 15 pairs of buddies. If you have an extra boy, he can be the leader. Then two circles of players are formed, one circle inside the other. Buddies divide up, with one buddy in each circle. Make sure that no two buddies are in the same circle, and that each boy knows who his buddy is.

The leader plays a phonograph, radio or piano. The outer circle begins to walk one way, and the inner circle goes the other way.

When the leader suddenly stops the music, the buddies must run for each other, grab each other's hands and stoop. The last pair of buddies to stoop are out of the game. They then help to spot the next pair who are last-to-stoop, the next time the music stops.

The game continues. Each time the music stops, the last pair of buddies to find each other and stoop are out. The last couple left in the game wins.

FIND THE RING

From 8 to 20 boys can play this game. You must have a long heavy string, and a small ring such as one from a loose-leaf notebook. The ends of the string are tied together.

The boys sit or stand in a circle. All hold the string in their hands. The object of the game is to pass the ring from one fist to another.

One boy steps into the circle and watches the others very carefully. All the rest of the boys slide their hands back and forth over the string. They do this all the time, even those boys who are not passing the ring, so that it is hard to see under whose fist the ring is hidden. When the boy in the middle of the circle guesses who has the ring, he joins the circle and the boy with the ring is "It."



CHANGE CHAIRS

Set up two lines of sturdy chairs, one chair for each player. From 6 to 20 boys can play. Place the two lines of chairs 15 feet apart, facing each other. One boy is "It" and does not have a chair. The chairs should be spaced so that they are not directly opposite each other.

"It" stands at least 15 feet away from the nearest chair and the other boys all sit down on the chairs. When "It" yells "Change chairs," everyone changes chairs. Meanwhile "It" tries to get someone's chair. Players can change place only with those whose chairs are in the row opposite them.

If "It" succeeds in getting someone's chair then the boy left without a chair becomes "It." If "It" does not get someone's seat, then he continues to be "It" and calls out, "Change chairs," again until he does get a chair.

PASS THE BEAN BAG

From 5 to 25 boys can play Pass the Bean Bag, either indoors or outside.

One player stands in the center. The other boys form a circle around him and stand close together so that he can't see their hands behind their backs. The circle players pass a bean bag from one to another. They must do this so quietly and carefully that the boy in the center doesn't spot them. The center boy tries to guess who has the bean bag. He keeps on guessing until he guesses the right person. Then the boy who is caught with the bean bag changes places with the boy in the center. Now it becomes his turn to guess.

SCAVENGER HUNT

Two or more boys can play this game indoors as well as outdoors. One or two boys who are not going to go out on the scavenger hunt make up a list of things the other players must find and bring back. Or, an adult leader may choose the list.

Some of the objects may be an acorn, a green bottle, a shoe, an oak leaf, a piece of chalk, a yellow marble, a clothespin, etc. The leaders should place some of the objects in the yard or somewhere around the house. It isn't fair to have an object on the list that just isn't there.

Make sure it won't be too hard for the players to find the objects. For instance, if there are no oak trees in the yard, don't put oak leaves on the list. Or if it is spring, there won't be any acorns on the ground. The list of things to find can be the same for both teams or it can be different.

Now divide the group into two equal teams and give each team a list. Both teams then have to go out to find the objects on the list. The team that brings back the greater number of correct objects wins. You can set a limit of 15 minutes or a half hour and then call time.

101 BEST GAMES FOR GIRLS

6 to 12

Written at the girls' own reading level

TABLE OF CONTENTS

ICEBREAKERS 9

ACTION GAMES 23

SINGING AND DRAMATIC GAMES..... 53

QUIET GAMES 73

EASY GAMES 101

INDEX 126

HOW TO CHOOSE "IT"

Let's play a game. But who will be "It"? If someone does not volunteer, then there are ways of choosing someone to be "It." Many players use the rhyme:

Eenie, meenie, minie, mo,
Catch a rabbit by the toe,
If he hollers let him go,
Eenie, meenie, minie, mo.

As you say each word of this rhyme you point to a different player. When the last word in the rhyme ("mo") is said, the player who is pointed at becomes "It."

Here is another rhyme you may want to use:

Eena, kadena, kadaska day
Ruffily, ruffily, combinay
Ex blows
Something goes
Out goes tissally.

The player who is "tissally" becomes "It."

With the rhyme that follows, each player holds out a fist:

One potato, two potatoes,
Three potatoes, four;
Five potatoes, six potatoes,
Seven potatoes, more.

The leader says the rhyme and taps each player's fist, as well as her own, as she says the words. When she comes to the last word in the rhyme ("more") the fist (and girl) she taps is withdrawn. The last player left is "It."

Another way to choose "It" is to give each player 30 seconds to look for a stone. The player who finds the largest stone is "It." Or, you can decide that "It" will be the player with the darkest stone, or the lightest stone. You can use the same method of choosing "It" with other objects.

NOTE TO ADULTS

These 101 games have been selected from many hundreds of games. We found them best suited for girls 6 to 12 years of age. We made these the final choices particularly because they encourage individual and group fun, and stimulate sociability and sound group experiences. In other words, they develop teamwork, cooperation and wholesome growth.

As the girls play these games, they will go through a series of meaningful attitudes that occur in everyday living: laughing, fooling, differing, running, chasing, hiding, winning, losing, agreeing, planning and thinking—all in a play medium—thus giving their activity an importance that is correlated to proper maturing and development.

All the directions are written in the youngsters' own language. This means that most girls in the 6-to-12-year range will be able to read the games themselves. Since the games are all quite simple, the girls can also perform them by themselves, with little or no assistance from adults.

These are games, but more than just play. They will bring enjoyment to an ordinary party, make it easy for girls to meet, get to know each other and get along with one another.

Lillian and Godfrey Frankel



ICEBREAKERS

Icebreakers are “get acquainted” games. They are usually played at parties, clubs or other group meetings as a way of welcoming the guests. These games make it easy for the girls to get into the fun and feel “at home.”

Use icebreakers at the beginning of your party or meeting.

TALKFEST

4 to 30 players

Indoors or outdoors

Divide the group in half. Players line up in two rows. The girls on one team stand back to back with the girls in the other row. The girls standing back to back are partners.

At a given signal the players turn around quickly and face their partners. Now they must talk to each other without stopping! They must both talk at the same time, about anything at all, and it doesn't have to make sense! All players must keep this up for 30 seconds.

Sometimes this game is played with only two players talking at one time. They stand in the center of the room talking fast and furiously while the others watch and laugh. A contest can be set up, and those receiving the most applause are the winners.

BLOWN-UP FORTUNES

5 or more players

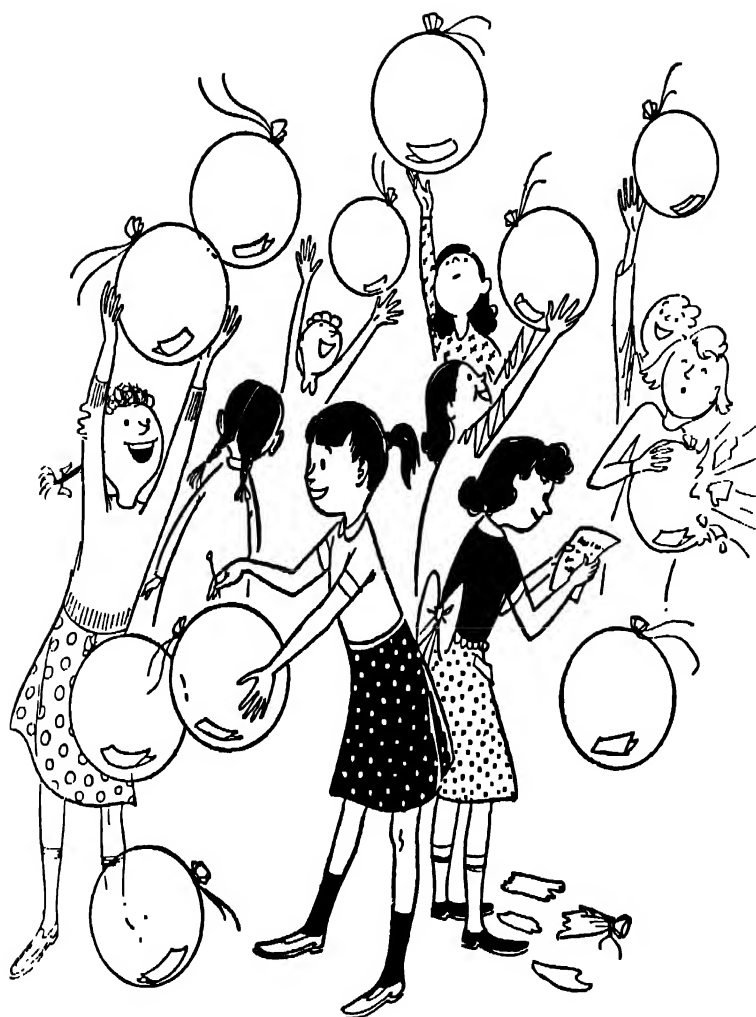
Indoors

Before guests arrive you must prepare these arrangements: Get a balloon for each guest, and for each guest you must also write out a "fortune" on a small piece of paper. Push one fortune into each balloon, and then blow up the balloons and tie them.

The fortunes may be funny, or serious, or silly—anything which you think will add to the fun of the party. Here are a few suggestions:

1. If you don't stop eating so much cake you'll get fat.
2. You will get a pleasant surprise very soon.
3. You will marry a red-headed man and have five children.

When everyone has arrived, throw the balloons up into the air and let the girls catch them. After the girls have each captured a balloon, tell them to burst the balloon and they will find their fortune. Your party has begun with a BANG!



*Your party will begin with a bang (!) when you choose
"Blown-Up Fortunes" as an icebreaker.*

BEAN HANDSHAKE

10 to 30 players

Indoors or outdoors

The guests each receive 10 dried beans. Then they start shaking hands with each other, over and over, as many times as possible. Why? Because each player gives away a bean to every tenth girl she shakes hands with. The idea of the game is to get rid of all your beans quickly!

This is a very funny scene, with everyone shaking hands. While you are trying to get rid of your beans, and handing them out to every tenth girl you shake with, at the same time you are getting beans back from other girls!

It's a good idea not to let a player know that she will be your tenth person, because she may try to move away from you. However, no one can refuse to accept a bean if she really is the tenth person you shake hands with.

You can also play this game exactly the opposite way. In the second way, the girl ending up with the most beans is the winner. Then everything changes, and all the girls are anxious and eager to become the tenth player.

First play it one way, and then switch to the other. Some of the players will get all mixed up but it certainly gets everyone acquainted quickly!

FARM SERENADE

8 or more players

Indoors

This icebreaker is a noisy one, so be prepared for a racket!

It starts off with the hostess saying that she has a farm with pigs on it, and she imitates the noise of pigs, "Oink, oink, oink." Another player says, "I have cows on my farm, moo, moo."

Each player in turn mentions an animal on her farm, and imitates its sounds. At the same time, all the players who have already given their animals make their sounds too.

The noise is soon terrific!

Here are some of the animals around a farm which you can choose: cows, dogs, cats, pigs, crickets, frogs, owls, goats, sheep, mules, horses, crows, frogs, katydids, bats, mice, chickens, geese, roosters, etc.

PARTNERS

4 to any number

Indoors

Here is a game which is especially funny if your guests don't know each other to start with, and a wonderful way to get them acquainted.

The group is divided off two by two, and they sit around the room in pairs. The hostess or leader begins to ask the girls questions. She may ask a girl, "How old are you?" Or, "What is your favorite color?" or, "How many sisters do you have?"

But, the girl who is asked must not answer! Her partner answers for her! You can imagine how funny it will be when the girls give wrong answers, and their partners start giggling!



WORDMAKER

2 to any number

Indoors or outdoors

Each player has a sheet of paper upon which she writes her first and last name. Be sure you have enough papers and pencils for each player. One of the players collects all the sheets, shuffles them, and then passes them out to the girls. Each girl should have a sheet with someone else's name on.

At a signal the players try to form as many words as they can using only the letters of the name on their sheet of paper. They can change the letters around in any way, as long as they form words. Letters can be used more than once, but not in the same word.

For example, the name Florence Brandon will have the following words in it: floor, brand, on, and, don, lore, read, nod, door, dear, brace, race, lace, fence, ran, and many others.

After 10 minutes, time is called and each player reads her list. The one with the longest list wins.

NAME MIXER

5 or more players

Indoors

Here's a good way to help your guests become acquainted. First print with a pencil a list of the names of all your guests. Then print as many copies as you have guests. Give each guest a copy.

The girls must go around and try to find out who everyone is. The printed lists of names will give them a start. Then they must learn who belongs to which name.

The next step is for each girl to get each guest to autograph her own name. For example, if one of the names on the list is Kay Robbins, the other guests will have to get Kay to sign after the printed KAY ROBBINS.

The first player to get the complete list of names with correct signatures wins.

DANCE WITH THE BROOMSTICK

7 or more players

Indoors

The Broomstick Dance is always a funny mixer. You need an odd number of people to play, and an extra person to start and stop the music.

The guests all take partners, and the odd girl dances with a broomstick. When the music suddenly stops all the players must change partners. The girl with the broomstick drops it and grabs a partner.

The player who is left without a partner must dance with the broomstick until the music stops again.

PROVERB TRADING

6 to 20 players

Indoors

For this icebreaker you had better brush up on your proverbs. Proverbs are expressions that are used to bring out a point. You probably use them every day. Here are some common ones:

A bird in the hand is worth two in a bush.

A stitch in time saves nine.

Don't count your chickens before they are hatched.

Don't put all your eggs into one basket.

Early to bed, early to rise, makes a man healthy, wealthy and wise.

He who hesitates is lost.

Think up a proverb for each guest and write each proverb on a card. Then cut each card into about four pieces. Mix them all up. Then put four pieces or more into each envelope. You will have to have an envelope for each girl.

When your guests arrive, hand out the envelopes. The players will have to get the correct pieces by trading with each other. The first girl to piece her proverb together is the winner.

MULTIPLICATION DANCE

8 or more players

Indoors

Any kind of dance music is played. Two girls start off by dancing together. Then someone stops the music. The dancers separate and each selects another partner. The two couples dance until the music stops again. They break and each girl chooses another partner. Then eight girls are dancing. This goes on until everyone is dancing.

For this icebreaker there should be an even number of players. If you have an extra player she can start and stop the record player or radio.

FOLLOW THE LEADER

Any number of players

Indoors or outdoors

This is a fine game to start your party with. It will put your guests in the right mood of fun and frolic for the games to come.

All the players line up behind the leader. The leader goes through any actions she wants to, and the rest must follow. She may wave her arms, hop on one foot, run in circles, walk on hands and feet, walk in a squatting position, and so on.

Out of doors the leader can also lead the rest of the players around trees, over low fences, up and down stairs, and any place she wants to go.

After a few minutes everyone can rest a bit and get ready to play more games.

BUMPITY-BUMP-BUMP

5 to 25 players

Indoors or outdoors

All players are seated around in a circle. Each player has her name pinned to her shoulder. A player who is "It" stands in the middle of the circle and suddenly points to a player and says, "Right, Bumpity-bump-bump."

The player who was pointed at must respond with the name of the girl to her right. But, she must do this before "It" finishes saying, "Bumpity-bump-bump."

"It" may say "Left, Bumpity-bump-bump." Then in that case the player must quickly learn the name of the girl on her left. If the player cannot give the name of the person next to her, she becomes "It." After a while the girls can all change places to make the game more interesting. They'll get to know each other better, too!



WHAT'S MY RHYME?

5 to 30 players

Indoors or outdoors

This good mixer is fine for 11 and 12 year olds, and is easier than it sounds. One player starts the game by saying, "What's my rhyme? I'm thinking of a word that rhymes with Flo." (The word must always rhyme with the name or nickname of one of the players.)

Now the other players have to guess the rhyming word. They ask questions, one at a time: "Is it 'mow'?" "Is it 'go'?"

After the first three girls have had a chance to answer, if the correct answer is not given, then the player acts out the word. For instance, if the word she had in mind was "blow," she pretends to blow. The first player to guess right gets the next turn to ask, "What's my rhyme?"

Of course, if one of the first three players guesses correctly at the very beginning, then she is the next person to ask, "What's my rhyme?"

CONGA LINE

5 or more players

Indoors

A conga line is really a dance, but it is a good ice-breaker. The hostess leads and all the other girls line up behind her.

Each girl places her hands on the waist of the girl in front. Then the hostess plays a conga record and leads the line. She weaves the line in and out and in all kinds of directions.

The players in the line do the following steps: 1-2-3 and kick to the right. Then one, two, three, and kick to the left. This is repeated until the dance is over. Any newcomers to the party can hook on to the waist of the last player and join the line.

If boys are attending the party, the line should be made up of girl, boy, girl, boy, and so on.

1-2-3-Kick!

1-2-3-Kick!!

MY GRANDMOTHER'S TRUNK

5 or more players

Indoors

All the girls are seated around in a circle. The first player starts off by saying, "I packed my grandmother's trunk with jelly."

Then the next player says, "I packed my grandmother's trunk with jelly and with stockings."

The third player says, "I packed my grandmother's trunk with jelly, stockings and french fried potatoes."

The fourth player says, "I packed my grandmother's trunk with jelly, stockings, french fried potatoes, and buttons."

Did you figure out what the game is? Each player must repeat all the things that were mentioned, and then add a new one to the list. Anyone who forgets an object or gets the objects in the wrong order is out of the game. If a girl adds an object which has already been used, she is out too.

The game goes on until there is only one player left, or until your guests are all acquainted and friendly, and ready to play something else!

ACTION GAMES

These games were selected for their excitement. Girls enjoy action games outdoors or indoors when a group gets together, so here are a number of fast-moving games that are full of fun.

RELIEVO

5 or more players

Outdoors

One girl is "It." At a given signal she starts running towards the other players and catches one of them. The player she tags becomes her partner, and they join hands.

Now the two girls are "It," and together they chase the other girls. They may only use their free hands for tagging. When they catch a third player, she too becomes a partner and joins hands. However, there are still only two free hands, those of the outer players, which can be used for tagging.

As the game continues, "It" is composed of more and more girls. It's lots of fun to see a big wide "It" closing in and tagging players. The game is over after everyone joins it.

The first player tagged becomes "It" for the next game.

HAIRBOW RELAY

8 to 48 players

Indoors or outdoors

Two equal teams of girls line up in single file. The first player in each line has a hair ribbon.

At a given signal the first girl in each line turns around and ties the ribbon, making a bow, on the head of the girl behind her. Then the second girl takes it off, turns and ties the hairbow on the head of the girl behind her. This goes on until the last girl unties the ribbon from her head. The first team to finish wins.

For variety you can use other objects of clothing instead of a hairbow. It's lots of fun to use a jacket or sweater with many buttons. Watch how your fingers "turn into thumbs" when you try to dress each other quickly!



You won't notice how many thumbs you have until you try tying hairbows in a great hurry.

"JANE" AND "MARY"

10 to 30 players

Indoors or outdoors

All the players except two join hands in a circle. The two players are inside the circle. One is blindfolded, and she is called "Jane." She must try to catch the other girl, who is called "Mary."

The blindfolded girl calls out her own name, "Jane!" Then the other girl must answer, "Mary!" In this way "Jane" can tell what part of the circle "Mary" is in. "Mary" must stay within the circle, and whenever the blindfolded girl says, "Jane," she must answer "Mary."

When "Mary" is caught she becomes the blindfolded "Jane." The previous "Jane" chooses a new "Mary," and then she joins the circle. The game continues until each girl has had a turn to be "Jane" and "Mary."

FRUIT BASKET

10 or more players

Indoors or outdoors

All the players except one sit on chairs in a circle. The extra player is "It." She stands in the center of the circle.

"It" gives each player the name of a fruit. If you have many players, you can use the name of one fruit several times. The players must be sure to remember their names.

"It" says, "Apple change places with orange," and apple must change places with orange. If there are several apples and oranges, then all will get up and change. "It" may also order three fruits to change places with each other. She may say, "Bananas, pears and cherries change places." Whenever players change places "It" tries to get a seat. The girl left without a seat is then "It."

The game really gets hilarious when "It" says, "Fruit basket upset." Then all players must get up and change places. There is a big scramble because "It" tries to get a seat, and no one else wants to be left without one!

HOLD TIGHT—LET GO

4 to 8 players

Indoors or outdoors

All you need for this game is an object to hold onto such as a newspaper, book, or scarf. It has to be large enough for all the players but one to hold onto at once, so you may need something larger like a sheet or blanket if many girls are playing.

One of the girls is chosen leader and the others all hold onto the object. When the leader calls out, "Hold tight!" the players must let go. If the leader says, "Let go," players must hold tight. You must always do the opposite of what the leader says, and it can get very confusing!

A player who misses three times is out of the game, and the last girl left in is the winner. She is the leader of the next game.

You can also play this game in teams if you have more than eight players. Divide the girls into equal teams, with one leader for all the teams. Each time a player misses, it counts as a miss for the team. After three misses a team is out, and the last team in wins.



HOT SPOT TAG

Any number of players

Outdoors

A girl is chosen to be "It." When "It" catches a player and tags her, that player must hold the part of her body that was tagged. Now she is "It," and in this position she must run after the other players and try to tag someone.

For example, if the second "It" was tagged on the shoulder, she must chase the others with her hand on her shoulder. This makes it harder to tag someone else, because "It" has only one hand free for tagging.

If she now tags another girl on the foot, the new "It" has to hold onto her foot! Of course, this makes the game very funny and exciting!

LOOSE CABOOSE

10 or more players

Outdoors

Players form groups of three or more girls in each group. Two girls are not in any group, because they will be the loose cabooses.

Girls in the groups line up and hold each other around the waist. They are the trains which the loose cabooses try to hitch onto. They run around and make sharp turns every time a loose caboose tries to grab hold of the last player and join the train. If the loose caboose does catch onto a train and can't be shaken loose, the first player of the train becomes a loose caboose.

TAG GAMES

3 to 25 players

Indoors or outdoors

Wooden Tag

Wooden tag is just like any tag game where one player is "It" and has to catch the other players. But with wooden tag a player can save herself when she sees that she is going to be tagged by touching an object that is made of wood, such as a fence, a step or a tree.

A player can save herself only three times. She cannot touch the same wooden object more than once. If a player is tagged before touching wood she is "It."

Stoop Tag

The player who is "It" tries to tag the other girls.

A player can save herself if she stoops just in time. If she is just beginning to stoop, or is only bending over, she can be tagged. In order to be safe she must be really stooping, with her knees bent as far as they will go.

Statue Tag

When "It" tries to tag the other players, they are safe if they get into a statue pose before being tagged. If they move "It" can tag them.

"It" can stand in front of any player and wait for her to move. Sometimes it's pretty hard to hold a pose without moving!

BLOW-THE-CUP RELAY

6 or more players

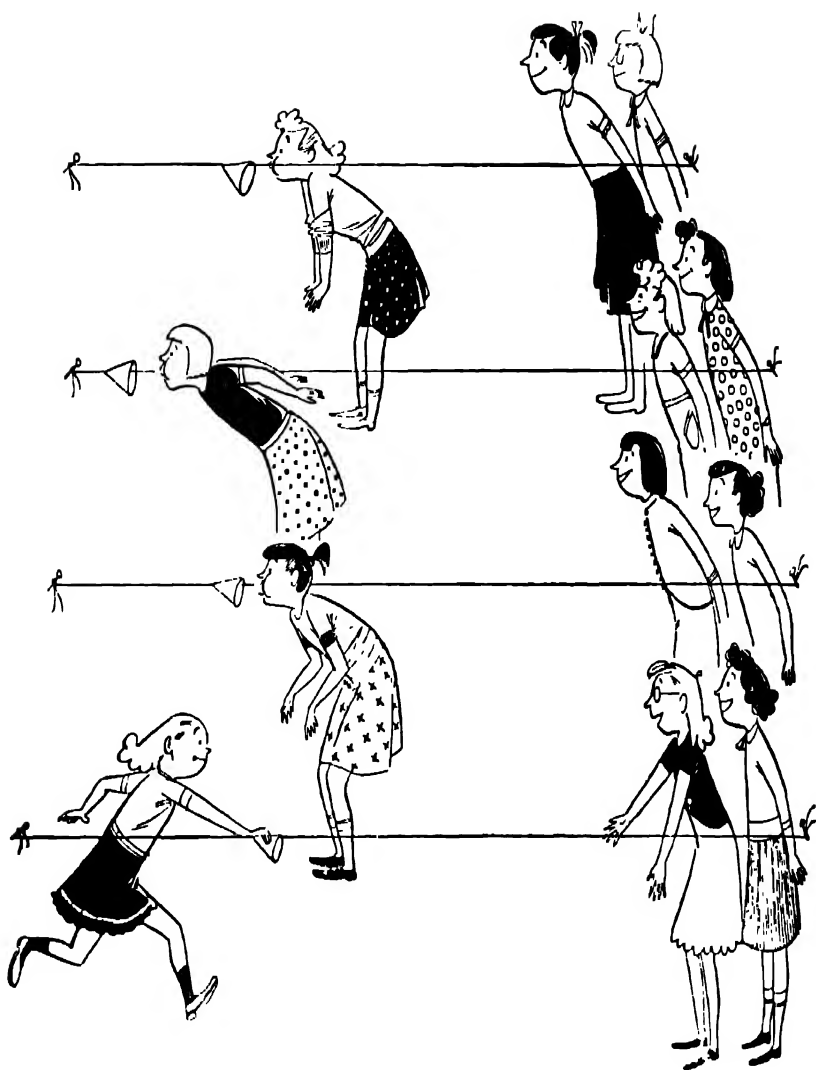
Indoors

First divide the girls into equal teams of three or more girls each. Then get a string and a paper cup for each team. If you have four teams, you will need four pieces of string, each about 15 feet long, and four paper cups. Cone-shaped cups are best for this game, because you have to pull the string through the bottom of the paper cup. Then tie the strings to furniture, doorknobs or nails so that they are stretched out tight. Try to get them shoulder-height, or a little lower.

Now line up the teams behind each string, players one behind the other. The cups are all at the end closest to the players and the open ends of the cups face them.

At a given signal, the first player on each team starts blowing into the cup to move it along the string. She follows the cup to the other end of the string as she blows. As soon as the cup reaches the end of the string, the blower pushes it back with her hand to the starting position for the next girl to blow. This relay will leave you breathless!

The first team to finish wins.



This is a game that will leave you breathless!

PILLOWCASE RELAY

8 or more players

Indoors

Divide the group into two or more equal teams. You need a pillow and a pillowcase for each team. The girls in each team line up one behind the other 20 feet from the goal line. Place the pillows on the goal line, one opposite each team. The first player on each team holds a pillowcase.

At the starting signal, the first player on each team runs to the goal line. She puts the pillowcase on her team's pillow and then runs back carrying the pillow and hands it to the second girl on her team.

The second girl runs to the goal line and takes the pillowcase off the pillow. She leaves the pillow on the goal line and runs back to the third girl with the empty pillowcase.

The third girl does what the first player did, and the fourth girl does what the second player did. Each one has a turn either putting on or taking off a pillowcase. The first team to finish wins. If you play the game again, let the girls change places so they do different things the second time.

CLOTHESPIN RELAY

8 or more players

Outdoors

For this game you will need a clothesline and five clothespins for each team. Divide the group into equal teams of four or more girls each. Then multiply the number of teams by five, and you will know how many clothespins you need! Mark a starting line about 20 feet from the clothesline.

The teams line up behind the starting line and the first girl on each team gets five clothespins. Each team should use the part of the line that is directly in front of them. You can mark the clothesline into sections by tying string or rags around it, if you have very many teams.

At a signal the first girl on each team runs to the clothesline and puts the pins on the line, about six inches apart. Then she runs back to her team and tags off the second girl.

The second girl runs to the clothesline and removes the clothespins. Then she runs back and gives them to the third girl on her team. The third girl goes back and pins them on the line, and so on. The first team to finish wins.

HOP SCOTCH

(Also called SKY BLUE)

2 or more players

Outdoors

Hop Scotch or Sky Blue is a sidewalk game that is played almost all over the country. All you need is a pavement, a piece of chalk to draw the Sky Blue with, and an object to toss. The object may be a small flat stone, a key, a bunch of paper clips, or even a safety pin.

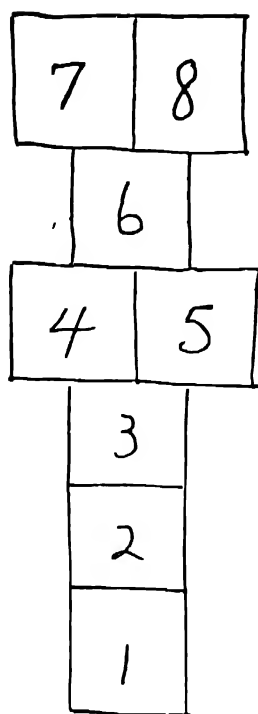
First draw your diagram like the one pictured here. Make each box about two feet square. Then decide who goes first, second and so on. Remember your turn.

Here is how you play:

You stand behind the starting line and toss the small stone you have in your hand. Some people call it a lagger. Others call it a puck or potsy, but it is still the same thing.

Now toss the lagger so that it lands in the box with the number 1 in it. If it touches a line or doesn't get in the box, you are out until your next turn. If it lands squarely in the box, then you must jump over box 1, land in box 2 on one foot, hop into box 3 on the same foot, then jump into 4 and 5 with a foot in each. Next you hop on one foot into box 6, then jump into box 7 and box 8 with a foot in each.

Now you jump and turn in 7 and 8 so that you face the opposite direction, and you go back through the rest of the boxes in the same way until you get to box 1. But, before you can put your foot in box 1, you have to bend down and pick up the lagger. You do this while



standing on one foot in box 2. Then you can step in box 1, and out of the Sky Blue.

While you are playing, you must be careful not to step on the lines, for if you do, you are out. If you go through the Sky Blue for “onesy” without being out, you are ready for box 2, or “twosy.” You toss the lagger into box 2, and then you must jump from box 1 to box 3, and then go on up to box 8 and back again.

After you have finished “eightisy,” which means that you have tossed your lagger into all 8 boxes, you can write your name in any box which doesn’t already have a name in it. Then that is your box. No one else can

step in it except you—but you may even rest two feet in it, if you want to! When the other players come to it, they must jump over it, and if the latter happens to be in the box just before or after a box with a name in it, the player has to jump over two boxes.

The player who has her name in the most boxes is the winner.

ALARM CLOCK

4 to 50 players

Indoors

A girl who acts as the leader hides an alarm clock somewhere in the room. She may hide it under a sofa, behind a curtain, in a waste basket, or any other spot where the ticking can be heard. Before she hides it she sets the alarm to go off after about five minutes.

When the clock is hidden the players are supposed to look for it. As soon as a player spots the alarm clock she sits down and doesn't say anything. The others continue to hunt. If the alarm goes off before everyone has found the clock then those players who haven't found it are out of the game and they help the leader hide the clock in a harder place for the next game.

Only those who found the clock play in the next game, and the time limit is cut down to three minutes. The game goes on and the time limit is shortened until only one person is left to find the clock. That person is the winner.

FIRE IN THE MOUNTAIN

15 to 51 players

Outdoors

This is a double-circle game with one circle of players inside the other. Each player in the outer circle stands directly behind a girl in the inner circle. There should be one extra player. This player stands in the middle of the circle, and is "It."

"It" calls out, "Fire in the mountain! Run, run, run!" When this happens, the players in the outer circle begin to run around and change places with each other. At the same time "It" and the players in the inside circle clap their hands.

The players in the outer circle must listen for the clapping to stop. As soon as "It" stops clapping the players in the inner circle stop clapping also. Then they hold their hands above their heads. This is a signal for the players in the outer circle to run inside and try to stand in front of a player in the inside circle. "It" tries to grab a place, too. If she succeeds in getting a place the player left without a spot becomes "It."

CATCHING THE SNAKE'S TAIL

10 or more players

Outdoors

Players line up one behind the other with their arms around the waist of the girl in front. The first player has her arms free. She is supposed to catch the last girl on the line.

The line or "snake" twists and turns while the first girl, who is the head of the snake, tries to catch the last girl or the tail. Any girl who lets go of the girl in front of her is out. So hang on tightly!

When the first girl catches the last one, the first girl goes to the end of the line and the second girl becomes the head. In that way every one has a turn to be at the head and tail of the snake.



SWAT TAG

10 to 30 players

Indoors or outdoors

The players form a circle and the player who is “It” quietly walks around the outside of the circle. She has a handkerchief with a knot tied on the end of it. She drops the handkerchief behind a player.

That player picks up the handkerchief and chases “It.” “It” runs around the circle in the same direction she was walking, and tries to get into the place of the girl who is chasing her.

The player tries to tag “It” by tapping her with the handkerchief before “It” reaches the empty space. If the player doesn’t succeed, she becomes “It.” If the player tags “It,” then “It” walks around the circle again and drops the handkerchief in back of another player.

HIDE AND GO SEEK

3 to any number

Indoors or outdoors

One of the all-time favorites is Hide and Go Seek. This is the basic way to play.

One player is "It." She stands at a spot that is chosen as goal, and closes her eyes. She counts to 100. While she is counting everyone runs to hide. As soon as "It" reaches 100 she calls out:

Bushel of wheat,
Bushel of rye,
All not hid
Holler "I."

If someone is not yet in a hiding place and calls out, "I," "It" counts to 100 again, but this time by tens. Then she calls out:

"Bushel of wheat, bushel of clover;
All not hid, can't hide over.
All eyes open! Here I come."

Then "It" goes out to hunt for the players. As soon as she sees a player, "It" calls out the name of the player and both start running to the goal. If "It" gets there first she taps the goal three times, and calls out, "One, two, three for (girl's name)." But if the player gets to the goal first, that player tags goal and calls out, "Home free, one, two, three!"

The game goes on until all the players have been brought back to goal. The first player who was caught is "It" when the game is played again.



"98 . . . 99 . . . 100." Watch out! Here she comes!

FETCH AND CARRY

10 to 100 players

Outdoors

Divide the players into two or more teams. If you have a small group, you can have five or six girls on a team. With a very large group, you will have several teams with ten or more girls to a team.

The object of the game is for each team to get all its players from the starting line to the finish line. The two lines should be about 50 feet apart. The teams line up behind the starting line, facing the goal line.

At a signal the first girl on each team grabs the hand of the second girl and runs with her to the goal line. The first girl remains there, and the second girl runs back to her team. She takes the hand of the third girl and runs back to the goal line. Now, the second girl stays there, and the third girl runs back to fetch the fourth player.

This continues until one team wins by getting all of its players across the goal line first.

REDLIGHT

3 to any number

Outdoors

One player is "It." In this game she is called "Redlight." She stands on a marked line about 30 feet in front of the other players, with her back towards them.

The aim of the players is to run to the marked line and back to the starting line. However, they can only run while "Redlight" is counting. When all the players are ready, she counts *very* quickly, "One, two, three, four, five, six, seven, eight, nine, ten, REDLIGHT!"

While she is counting, the other girls run. But when she says, "Redlight!" she suddenly turns around. She calls out the name of any girl she sees still running or moving, and the girl is out of the game. Then she counts again, and the players start running from where they were before. Remember to stop when you hear, "Redlight!"

The first player to get back to the starting line wins. If no one succeeds in getting back, the last player to be out of the game wins. The winner is the new "Redlight" for the next game.

SUITCASE RELAY

8 to 24 players

Indoors or outdoors

Two teams of equal size line up behind the starting line. About 15 or 30 feet away stand two suitcases full of clothing, one for each team. The suitcases must contain similar articles of clothing. For instance, if you have a hat, a skirt, a jacket, a ribbon, a scarf, a belt and a necklace in one suitcase, you must have the same items in the other.

At a given signal the first girl in each team runs to her team's suitcase and opens it up. She dresses in all the clothes she finds, closes the suitcase, and runs back to the starting line, carrying the suitcase.

Now she takes off all the clothes and puts them back in the suitcase! She closes the suitcase and runs back to leave it in its original position. Then she runs back to her team and tags off the second girl. The second girl goes through the same actions, and so on until each player has had a turn. The team to finish first wins.

BALLOON PARTNERS

4 to 20 players

Indoors or outdoors

You'll need one blown-up balloon for every two players, but have a few extra on hand in case some of the balloons break before you start the game.

You need a starting line and a finish line about 30 to 50 feet apart. The girls stand at the starting lines, paired

off into couples with their arms linked together. Give each couple one balloon. At a signal the couples must keep hitting their balloon with their free hands until the balloon goes over the finish line.

Players cannot use their linked arms, or pull their arms apart. If the balloon falls to the ground, as it probably will do often, it is all right to pick it up again and hit it. The couples must each do this without un-linking their arms. Both girls must bend and move together!

The first couple to push its balloon over the finish line wins.



DRAWING RELAY

8 or more players

Indoors or outdoors

You don't have to be an artist to enjoy playing this game. All you need is a wide blackboard such as you have in a schoolroom, marked off into sections. Or you can tack large sheets of paper to the wall, one sheet for each team.

Divide the group evenly into teams and line them up about 10 feet from the blackboard or wall. At a given signal the first girl on each team runs up to her team's section and starts to draw a figure of a girl, or part of a figure. Each girl gets only 10 seconds. When time is called the first girl runs back to her place and the second girl runs up and adds to the drawing.

The game continues until every girl has had a chance to add to the drawing. The team that has the most "finished" drawing wins.

There may be some argument as to what makes one drawing seem more finished than another. If this happens when you play the game, have the teams decide just what they want the drawing to show. Write out a list such as head, body, arms, legs, eyes, nose and mouth. Extra things like shoes, socks, skirts, eyelashes, etc., make the drawings more finished.

BOOK RACE

3 to 20 players

Indoors or outdoors

Players line up side by side facing a finish line about 30 feet ahead. Each player puts a book on her head. At a given signal the players begin to walk towards the finish line, balancing the books on their heads. No hands allowed!

If the book falls off, as it will in most cases, the player can put it back on her head. However, she cannot begin walking from that spot until the book is balanced without being held. The first player to reach the finish line with a book on her head wins.

If the group is large, you can play the game as a relay. Divide the group into even teams and give one book to each team. The first player on each team places the book on her head. At a signal she walks to the marked line and returns, with the book still on her head, to tag the second player on her team. The second player then places the book on her head, walks to the line, returns and tags off the third player and so on until everyone on the team has had a chance. The first team to finish wins.

THREAD-THE-NEEDLE RELAY

6 to 50 players

Indoors or outdoors

This game is for girls of 8 to 12. Divide the players into two or more teams. There should be about six players on each team, but be sure each team has the same number of players.

Each team needs a needle and a piece of thread about a foot long. Try to get needles with large eyes, and be sure you have the same kind of needle for each team.

Set a goal line about 20 feet in front of the starting line. The girls on each team line up one behind the other, and the teams stand about five feet apart.

At a given signal the first girl on each team starts to thread her needle. As soon as she threads it, she runs with it to the goal line and back to her team. Then she pulls out the thread and hands the needle and thread to the second girl, who now stands at the head of the line.

The second girl threads the needle and then runs to the goal line. She returns to tag off the next player, who repeats the same action, and so on until everyone on the team has had a turn. The first team to finish wins.



When you thread the needle, race for the goal line! If you have no tape or ribbon, mark the goal line with two stools or chairs.

BIRDS CAN FLY

3 to 51 players

Indoors or outdoors

The players line up side by side, facing the leader, but not too close together. They need enough space between them so that they can wave their arms side-wards.

The leader begins by saying, "Birds can fly," and she waves her arms to look like wings. The other players imitate this. The leader may say, "Bats can fly," or "Bees can fly," or, "Airplanes can fly." Every time she mentions anything and says it can fly, she waves her arms.

Then she may suddenly say, "Tigers can fly!" She will flap her arms like a bird as she says this. Those players who also wave their arms are out! The leader fooled them! When the leader mentions something that really can't fly, the girls must keep their hands at their sides. The players must listen carefully, and be wide awake, or they will be out of the game.

The last person left in the game becomes the leader for the next game.

SINGING and DRAMATIC GAMES

Many of the songs, dances and games in this chapter were handed down to us by our grandmothers and great-grandmothers, and have been played by girls for hundreds of years. Some of the games are new ones. Somehow or other, singing and playing together lead to strong, lasting friendships.

LONDON BRIDGE

3 or more players

Indoors or outdoors

Two players are chosen to be the bridge. They face each other and join hands. They hold their hands high up so that their arms form an arch under which the other players can pass.

The rest of the players form a single file, circle and walk under the bridge. They all sing, and as soon as they come to the words, "my fair lady," the bridge comes down over a player and holds her prisoner.

Then the bridge girls ask the prisoner secretly, "Which do you choose, gold or silver?"

You see, one of the bridge girls has decided to be gold, and the other one is silver. But the other players don't know which is which. When a prisoner whispers that she chooses "gold," she stands behind the girl who has decided to be gold. Those players who choose silver stand behind the other girl.

After each of the players has been made a prisoner and taken her choice, all the players are standing behind the bridge girls in a long line facing toward the middle. Then each girl grabs the waist of the girl in front. The two bridge girls still hold hands, and there is a tug-of-war. Each side pulls. If the silver side pulls the gold side over a mark under the bridge, then silver wins. Or if gold pulls silver, then gold wins.

Here are the words to London Bridge:

1. London Bridge is falling down,
Falling down, falling down,
London Bridge is falling down,
My fair lady! (Arms come down)
2. Build it up with iron bars,
Iron bars, iron bars,
Build it up with iron bars,
My fair lady! (Arms come down)
3. Iron bars will bend and break,
Bend and break, bend and break,
Iron bars will bend and break,
My fair lady! (Arms come down)

4. Build it up with pins and needles,
Pins and needles, pins and needles,
Build it up with pins and needles,
My fair lady! (Arms come down)
5. Pins and needles rust and bend, etc.
6. Build it up with penny loaves, etc.
7. Penny loaves will tumble down, etc.
8. Build it up with gold and silver, etc.
9. Gold and silver I haven't got, etc.
10. Here's a prisoner I have got, etc.
11. What's the prisoner done to you, etc.
12. Stole my watch and broke my chain, etc.
13. What'll you take to set her free, etc.
14. One hundred pounds will set her free, etc.
15. One hundred pounds we haven't got, etc.
16. Then off to prison he must go, etc.

LOOBY LOO

10 or more players

Indoors or outdoors

For this game all players join hands in a circle. Everybody sings the song and does what the verses say to do. Here is the song, Looby Loo:

1. Here we dance Looby Loo (*Circle skips to the left*)
Here we dance Looby Light (*Circle skips to the right*)
Here we dance Looby Loo
All on a Saturday night.
I put my right hand in (*Everyone puts right hand into circle*)
I put my right hand out (*Everyone puts right hand outside circle*)
I give my right hand a shake,
shake, shake (*Everyone shakes her right hand*)
And turn myself about. (*Everyone does one complete turn about*)
2. Here we dance Looby Loo (*Same as before*)
Here we dance Looby Light
Here we dance Looby Loo
All on a Saturday night.
I put my left hand in, (*Same as before, using left hand*)

Continued on page 58



"I put my left hand in, I put my left hand out . . ."

I put my left hand out
I give my left hand a shake,
shake, shake
And turn myself about.

- | | |
|--|--|
| 3. . . . I put my two hands in . . . | <i>(In all these verses 3 through 9, the first part of the Looby Loo song remains unchanged. We are just giving you the part that changes in the last half of each verse. That is the part that tells you what to do.)</i> |
| 4. . . . I put my right foot in . . . | |
| 5. . . . I put my left foot in . . . | |
| 6. . . . I put my right ear in . . . | |
| 7. . . . I put my left ear in . . . | |
| 8. . . . I put my little head in . . . | |
| 9. . . . I put my whole self in . . . | |

DID YOU EVER SEE A LASSIE?

8 or more players

Indoors or outdoors

A player stands in the middle of a circle of girls. They join hands and march around the "Lassie." They sing the following:

Did you ever see a lassie,
A lassic, a lassie,
Did you ever see a lassie,
Go this way or that?
Go this way or that way?
Go this way or that way?
Did you ever see a lassie,
Go this way or that way?

When they sing the words, "Go this way or that, etc.," they stop marching around. The "lassie" in the middle does any action she wants to do. She may dance a jig, or pretend to be washing her hands, or walk on all fours. The other players must do the same thing.

When the song is over the "Lassie" picks someone to come into the center and take her place. The game goes on until everyone has had a turn.

LITTLE SALLY SAUCER

8 or more players

Indoors or outdoors

“Sally” sits in the middle of the circle. She has her face in her hands as if she is crying. The other children walk around her in a circle. They hold each other’s hands and sing:

Little Sally Saucer,
Sitting in the water,
Weeping and crying.
Rise, Sally, rise.

(“Sally” stands up)

Wipe off your eyes.

*(Sally wipes her eyes but
doesn’t open them)*

Turn to the east.

*(She turns around to the
east with eyes closed)*

Turn to the west.

(Turns to the west)

And turn to the one you love the best.

*(With her eyes still closed
she points to one of the
players)*

The girl pointed to changes places with “Sally,” and the game is repeated. A player can’t be chosen more than once. If she is, “Sally” gets another turn to point.

JUMP ROPE RELAY

6 to 50 players

Outdoors

First let the group decide on a jump rope chant such as:

Apartment for rent,
Inquire within;
When I move out,
Let "Helen" move in. (Use the name
of the player who comes after you.)

Divide the group into even teams. The first player on each team must have a jump rope. The players on each team line up, leaving enough clear space for the girl who is jumping rope.

At a given signal the first player on each team starts jumping rope and at the same time singing the jump rope chant. She jumps rope until she finishes the chant, then hands the rope over to the second girl. The second girl jumps and chants and so on till each girl has had a chance. If a player misses in jumping she must begin over again.

The first team to finish wins.

JUMP ROPE CHANTS

Almost every girl seems to grow up jumping rope. And with this enjoyable activity songs are sung. Here are jump rope songs which are sung by girls all over America and in other countries too.

1. Miss, miss, little miss, miss;
When she misses, she misses like this.
(At this point the jumper steps on the rope.)

2. Mabel, Mabel, set the table,
Don't forget the salt and PEPPER!
(At the word PEPPER the rope-turners turn the rope fast until the jumper misses.)

3. All in together,
How do you like the weather?
January, February, March, April . . .
(The rope-turners continue giving the months in the year and turn the rope faster until the jumper misses.)

4. Strawberry shortcake, cream on top;
Tell me the name of my sweetheart.
A, B, C, D
(The rope-turners say the alphabet and turn the rope faster until the jumper misses. The letter she misses on is the initial of her sweetheart's name!)

5. Does he love me?

Yes, no, yes, no, yes.

Where will we get married?

Church, synagogue, house, barn.

How many children will we have?

One, two, three, four

(The rope-turners count and turn the rope faster until the jumper misses.)

6. I took a trip around the world,

And this is where I went:

From America to New Orleans;

New Orleans to Chicago;

Chicago to England;

England to France;

France to New York

(As the rope-turners turn the rope, the jumper must give the names of cities or countries until she can't think of any more. Then another player has a chance to jump.)

7. One, two, tie your shoe,

Three, four, shut the door,

Five, six, pick up sticks,

Seven, eight, lay them straight,

Nine, ten, big fat hen,

Eleven, twelve, who will delve,

Thirteen, fourteen, girls a-courtin',

Fifteen, sixteen, girls a-kissin',

Seventeen, eighteen, girls a-waitin',

Nineteen, twenty, my stomach's empty.

(Each girl has a chance to jump rope while the rope-turners and others watching sing this song.)

8. Buster Brown

Touch the ground.

*(She bends down and
touches the ground.)*

Buster Brown

Turn around.

(She turns around.)

Buster Brown

Show your shoe.

(She kicks out one foot.)

Buster Brown

Will you please skiddoo.

*(She jumps out of the
rope.)*

Then the next player jumps in, and the game starts over again.

A-HUNTING WE WILL GO

10 or more players

Outdoors

One player is chosen to be the "Fox" and two others are the "Lambs." The rest of the players join hands in a circle around the "Fox," with the "Lambs" outside. The players skip around and around and sing:

A-hunting we will go
A-hunting we will go
We'll catch a fox
And put him in a box
And never let him go.

While the singing is going on, the "Lambs" come close to the circle and try to tease the "Fox." Sometimes they run back to their hiding-place, which is a spot marked on the ground. When they are in their hiding-place, they are safe from capture by the "Fox."

The "Fox" meanwhile tries to slip out under the joined arms of the players. When she gets out, she tries to catch the "Lambs." When she does, they too become "Foxes" and help to catch the new "Lambs" selected by the first "Fox." The last player caught wins.

THE MUFFIN MAN

20 or more players

Indoors or outdoors

All the girls join hands in a circle around a player in the middle. They skip to the *left* and sing the first verse of the song:

Oh, do you know the muffin man,
The muffin man, the muffin man,
Oh, do you know the muffin man,
Who lives in Drury Lane?

Then the player in the middle skips to the *right* and answers by singing the second verse of the song:

Oh, yes, I know the muffin man,
The muffin man, the muffin man,
Oh, yes, I know the muffin man,
He lives in Drury Lane.

When she finishes singing, she chooses a partner. The other girls skip to the left and sing the first verse again. Then the two girls in the middle skip to the right and sing the second verse, but this time they sing, "Now *two of us* know the muffin man, the muffin man, the muffin man, etc." Then they *each* choose a partner.

The outside girls skip to the left and sing their verse again. Now the four middle girls join hands and form a little circle inside the big circle, and they sing, "Now *four of us* know the muffin man, etc." Then they each choose a partner, making eight inside. When their turn comes, they will sing, "Now *eight of us* know the muffin man, etc."

This goes on and on until everyone from the outside circle is taken inside, and there is one big circle again. Then everyone sings, "Now *all of us* know the muffin man, etc."

A-TISKET A-TASKET

10 or more players

Indoors or outdoors

All the players join hands and form a big circle. One girl is "It." She carries a handkerchief, or something else small enough to be picked up easily. She runs around the circle singing, and the other players sing too:

A-tisket a-tasket,
A green and yellow basket,
I sent a letter to my mother,
And on the way I dropped it.
I dropped it, I dropped it.
And on the way I dropped it.
Somebody here has picked it up
And put it in your pocket;
It isn't you, it isn't you—
It's you!

When "It" says "*It's you!*" she drops the handkerchief right behind a player and starts to run faster than before. The other player has to pick up the handkerchief, and run in the opposite direction. The first girl to get back into the vacant space in the circle wins. The girl who is left out is "It" when the game is played again.

THE FARMER IN THE DELL

15 or more players

Indoors or outdoors

Here's a singing game most of you know. The game starts off with a "Farmer" in the middle of the circle. The rest of the players join hands, and sing, and march around the "Farmer." As players are chosen to come into the circle, the circle gets smaller and smaller until the middle is filled with the farmer, his wife, the child, the nurse, the dog, the cat, the rat, and the cheese.

Then, one by one, they go back into the circle. At the end of the game when the cheese stands alone, everyone stands around the cheese and claps hands. Of course the "Cheese" shouldn't feel badly because she will be the "Farmer" when the game is played again.

Now, here are the words. Follow them carefully, because they tell you how to play the game.

The farmer in the dell,
The farmer in the dell,
Heigh-ho, the derry-o,
The farmer in the dell.

The farmer takes a wife,

(Farmer chooses a wife)

The farmer takes a wife,
Heigh-ho, the derry-o,
The farmer takes a wife.

The wife takes a child,
The wife takes a child,

(Wife chooses a child)

Heigh-ho, the derry-o,
The wife takes a child.
The child takes a nurse, etc.

(Child chooses a nurse)

The nurse takes a dog, etc.

(Nurse chooses a dog)

The dog takes a cat, etc.

(Dog chooses a cat)

The cat takes a rat, etc.

(Cat chooses a rat)

The rat takes the cheese, etc.

(Rat chooses a cheese)

The farmer runs away, etc.

The wife runs away, etc.

The child runs away, etc.

The nurse runs away, etc.

The dog runs away, etc.

The cat runs away, etc.

The rat runs away, etc.

The cheese stands alone!

(All Clap)

The cheese stands alone!

Heigh-ho, the derry-o,

The cheese stands alone!

MULBERRY BUSH

10 or more players

Indoors or outdoors

All the players get in a circle, join hands and skip around while they sing, "Here we go round the mulberry bush, etc."

When they sing of the things they do, they stop skipping, and let go of each other's hands. Here they act out the things they do, like washing clothes, ironing clothes, scrubbing floors, and so on. The words of the song will tell what to do. Here they are:

Here we go round the mulberry bush,
The mulberry bush, the mulberry bush,
Here we go round the mulberry bush,
So early in the morning.

This is the way we wash our clothes,
Wash our clothes, wash our clothes,
This is the way we wash our clothes,
So early Monday morning.

This is the way we iron our clothes,
This is the way we iron our clothes,
Iron our clothes, iron our clothes,
So early Tuesday morning.

This is the way we scrub our floor, etc. . . .
So early Wednesday morning.

This is the way we mend our clothes, etc.
So early Thursday morning.

This is the way we sweep our house, etc.

So early Friday morning.

This is the way we bake our bread, etc. . . .

So early Saturday morning.

This is the way we go to church, etc. . . .

So early Sunday morning.

Some players like to join hands after each verse, and sing the first verse over again. It can be played that way, too.

SHADOW GUESS WHAT

6 to 30 players

Indoors

For this amusing game you will need a sheet, a light, and various objects that will cast shadows on the sheet. Hang the sheet up in a doorway, and put a strong lamp or flashlight behind the sheet. Then get together a number of objects such as a carrot, shoe, scissors, bottle, etc.

Darken the room that the other girls are sitting in. Then turn on the light behind the sheet and hold up the objects so that their shadows fall on the sheet. The players will have to guess what each object is. If you divide the guessers into two teams, the team that gets the correct answer first the most times wins.

Still another way to play the game is to guess each other's shadows. You can make up disguises for yourselves to change your shapes. For instance, you can stuff pillows under your dress, or put on a false nose, or wear a mop on your head for hair. The person or team that guesses the most players wins.

BIRD, BEAST OR FISH

9 to 33 players

Indoors or outdoors

Divide the group into teams of equal number. One person acts as the judge. She doesn't belong to any team.

Each team sends one player to the judge, who tells them what animal, bird or fish they will be. She may say, "Bluejay," or "Lion," or "Monkey," or any other creature she chooses. She tells the same name to all of them, very quietly so that the other players cannot hear.

Then the players go back to their teams and try to act out the animal they are supposed to be. The other members of each team have to guess the name of the animal. They are allowed to ask questions, but the answers to the questions must be *acted out*, not spoken. For example, a girl may ask, "How do you eat?" The player acting out an animal must eat the way that particular animal eats.

The first team to guess wins. Then another member of each team goes up to the judge. She tells them another animal, bird or fish to act out. The team that comes in first 10 times is the grand winner.

QUIET GAMES

These “quiet” games (sometimes called “mental” games) are mostly for play indoors, although some of them may be played outdoors also. These will give you a chance to match your knowledge and wits against your friends’.

FUNNY-GRAMS

6 to 20 players

Indoors

This is a wonderful game for older girls aged 10 to 12. Give each girl a sheet of paper and a pencil.

A leader reads a list of 4 or 5 letters of the alphabet. Each girl is supposed to write a message using these letters as the first letter of each word, in the order the letters are read.

Suppose the letters given are A, B, D and R. One message may read, “A Bear Does Roar.” Another might be, “Annie Bathes Daily, Remember?”

After all the players have finished making up their Funny-Grams, they take turns reading them out loud, and that’s when the real fun begins! After using easy letters to begin with, you can try some with a Q, Y, J, etc., and the messages will get even sillier and funnier.

FORFEITS

5 to 25 players

Indoors

Forfeits is an old, old game. It has been popular for centuries because it's such fun!

The girls each put a piece of clothing, jewelry or some personal belonging into a pile on the floor. Then one girl is chosen to be the judge, and another girl to hold up the "forfeits" over the judge's head.

The judge sits in front of the pile and cannot see what is being held over her head. As the sock, or necklace or jump-rope is held over the judge's head, the other player says, "Heavy, heavy hangs over thy head. What shall the owner do to redeem her forfeit?" Then the judge commands some act or stunt which the owner of the article must perform to get back her property.

Here are some ideas which the judge may use:

1. Try to stand on your head.
2. Answer "Yes" to every question asked by each girl in the group.
3. Sing a song.
4. Tell a ghost story.
5. Make at least three persons laugh.
6. Dance a jig.
7. Make up a very funny recipe.
8. Walk across the room on your knees.
9. Name five trees.

Of course, the judge and the girl who is holding up



'Heavy, heavy hangs over thy head. What shall the owner do . . . ?'

the forfeits also have articles in the pile, and they must each act out the command in order to redeem them. That's the best fun of all!

AD MIXUP

5 to 25 players

Indoors

For this game you will have to collect 10 well-known ads, which you can cut from magazines. Mount the pictures on cardboard or heavy paper and then cut each picture into four pieces. Mix them all up and place them on a table. Then number each piece separately from 1 to 40.

Give each girl a pencil and paper. The girls are to look at the pictures, but they may not touch them. They have to decide which pieces go together to form the various ads. Then they write down the numbers of the four pieces which go together to make up each complete ad.

For example, if a picture of a chocolate cake has been cut up into four pieces, and if the numbers on the pieces are 10, 5, 1 and 8, those numbers should be written down together.

The first player to get all the ads correct, or the largest number correct, wins the game.

THIS IS MY NOSE

3 to 30 players

Indoors or outdoors

Everyone lines up facing one of the girls who is "It."

"It" points to a part of her body, but calls it by some other name. For example "It" points to her foot and at the same time she turns to another player and says, "This is my nose."

Meanwhile the other girls start quietly counting to 10, and the girl who was pointed at must answer before the number 10 is counted. But, she must answer *in reverse!*

She must point to her own nose and say, "This is my foot." If the girl does not answer "correctly" she is out of the game. If she does answer correctly, "It" goes on to another player, and tries to get her confused.

"It" may continue by pointing to her own elbow and saying, "This is my knee." Then the person addressed would have to point to her own knee and say, "This is my elbow."

The game should be played quickly, so that it is hard to keep from getting mixed up!



WHO'S MISSING?

10 to 30 players

Indoors or outdoors

All of the players sit around the room on chairs or on the floor. One of the girls is selected to be "It," and she goes out of the room, or hides her eyes. While she is gone, another girl leaves the room by a different door, or simply hides where she can't be seen. Meanwhile, all the other girls exchange places.

Now "It" is called back into the room. She must look at the girls and see how quickly she can find out "Who's Missing?" This is a lot harder than it sounds! After she finds out, the missing girl becomes "It," and a new girl is chosen to hide. Each time, all the girls must change places.

You can play this game as a contest by letting someone time each player with a watch or clock that has a second-hand.

RUMOR

8 to 30 players

Indoors

Divide the group into two equal teams. The first girls of each team get together and make up a message for their teams. It may be a proverb such as, "A bird in the hand is worth two in the bush," or it may be a line from a song, or even an original sentence that these two players make up.

They write two copies of the message on two slips of paper, fold the papers and give one to the last player of each team. Then the two first girls go back to the head of their teams.

At a signal, the first player on each team whispers the message to the player next to her. This girl whispers the message to the third girl. The message is passed from girl to girl until the last girl gets the message.

When both teams are finished, the last girl of each team says out loud the message she has heard. Then they open up the slips of paper and read what the original message was. They are usually quite different! The team that gets the message correct, or more nearly correct, wins.

Now the last player becomes the first player, and the two new first players decide on another message. The game is played over and over again until everyone has had a chance to make up a message.

I SPY

2 to any number

Indoors or outdoors

One player starts off by thinking of an object in the room. When she has the object in mind she says, "I spy." Then it is up to the rest of the players to guess what she is thinking of. They ask questions, but the questions can only be answered by the words "Yes" or "No."

The game can be made even more exciting if the object is not in the room. If the object is somewhere else, the person thinking of the object must tell where it is. For instance, if it is the Liberty Bell, then she gives the other players a clue when she says it is in Philadelphia.

It usually takes longer for the group to think of an object that isn't right in the very room, but the guesses are funnier. Try it and see!

TIT-TAT-TOE

3 to 6 players

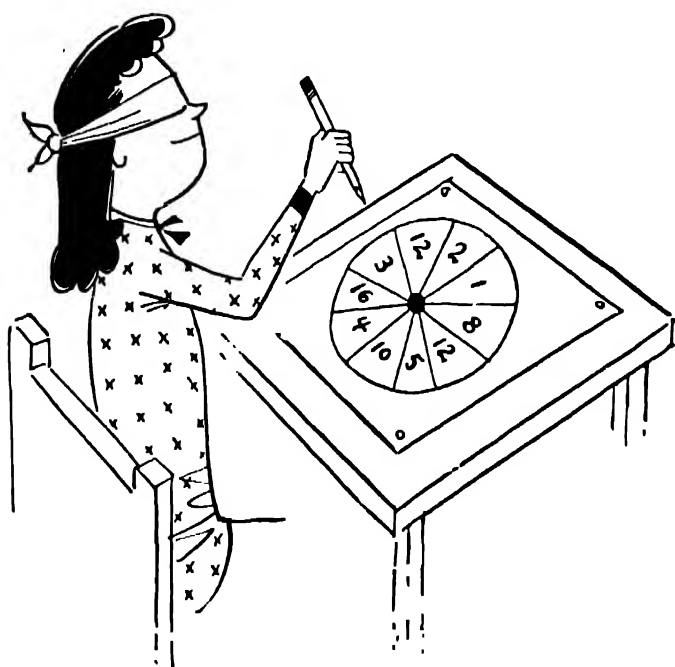
Indoors

Get a large sheet of paper and draw a circle on it. Then put a big dot in the center, and draw lines from the dot to the edge of the circle. When it is finished it should look like a pie with about eight or nine slices. Put a number in each slice. Put a number in each section.

Each girl takes a turn at closing her eyes, or blindfolding herself, and then jabbing at the circle with a

pencil. She holds the pencil up in the air and says, "Tit-tat-toe," and then puts her pencil down on the paper, trying to land inside the circle. If her pencil point makes a dot within a section of the circle, she writes down her initials in that section. However, if her pencil lands outside the circle, or on a line, or in a section which already has someone's initials, she does not score and the next girl gets a turn.

Each player keeps a list of the numbers she taps. Then when all the numbers have been tapped the players each add up their numbers. The girl with the highest score wins. And here is something important to remember. If a player touches the very center of the circle, she wins right away!



FEEL IT

5 or more players

Indoors

Here's a game to play while you're sitting around a table. Everyone needs a pencil and a sheet of paper, and the leader or hostess has a big bag of objects. She passes each object around *under the table* so no one can see it.

Each girl feels it and then passes it under the table to the next girl. The leader takes it from the last player without letting anyone see it.

After each girl has held and felt each object, she writes down what she thinks the object is. The player with the largest number of correct answers wins.

Some of the objects you can pass around are an apple, a peach, a carrot, a glove, a fork, a shoelace, a paper clip, an eraser, a leaf, or a handkerchief. You'll think of many other small objects that you can easily find around the house.

BEADING THE STRING

4 to 10 players

Indoors or outdoors

Here's a bead stringing race. Put a big bowl of beads on a table, and give each girl a string about two or three feet long. If the players are young, you should use large beads with large holes. As a matter of fact, macaroni can be used! Girls from about 10 to 12 years of age can string smaller beads, and you can even use the very tiny kind if you use thread and needles instead of string.

When the signal is given the girls start stringing. After about five minutes the leader calls out, "Stop." Or you can use an alarm clock. The girl with the most beads on her string is the winner.

CAMOUFLAGE

5 to 25 players

Indoors

You will have to prepare in advance for this game, and that's part of the fun. You must hide small objects all around a room, but place them where they can be seen. They are "hidden" by being placed next to something else with the same color. For example, a green leaf is put against a green curtain, or a brown string is laid on top of a brown rug, a strip of scotch tape is stuck to a lamp base, etc.

Keep a list of the objects and where you have hidden them. Then give paper and pencils to the other players. The players walk about the room trying to find and write down the names of all the "hidden" objects. Set a time limit of about 15 minutes. Of course the time limit will be longer if you have many objects to be found. When the time is up the player who has found the most objects is the winner.



ALPHABET TRAIN

10 or more players

Indoors

All the players sit around in a circle. The first girl starts out by saying, "My train is carrying apples." She uses any word beginning with the letter "A."

Then the next player must use a word beginning with "B." She may say, "My train is carrying bunnies."

The third player must name something beginning with "C." She may say, "My train is carrying crocodiles."

The game goes on around and around until the alphabet is finished. A player who can't think of a word leaves the game. Those who are in the game after the alphabet has been completed can start all over again, but they can't use words that have been given before.

Better brush up on words beginning with Q, X, and Z!

SMELL IT

3 to 20 players

Indoors

If you have a bad cold, you probably won't do well at this game! But those who can smell will enjoy playing "Smell It."

There is a little bit of advance preparation. One or two girls will have to select objects that have a smell. Then they have to wrap these objects in a few layers of tissue paper so that the other players cannot see the object or recognize its shape. Put pinholes through the paper to help the smell come through.

Some of the objects you can use are soap, onion, banana, clove, garlic, cinnamon, powder, orange, chocolate, perfume, etc. You can find many good ones around the house.

Put these wrapped objects on a table and place a number beside each one. The players each have a pencil and sheet of paper upon which to write the correct object after the number. No one may touch the objects—all you can do is sniff and smell them! The player with the greatest amount of correct objects wins.



This is a game to show you how wrong your sense of smell can be.

TEAKETTLE

3 to 50 players

Indoors or outdoors

Here is a game for 9 to 12 year olds.

One of the players leaves the room. The rest of the group then decides upon some word. It is a word that sounds like some other word, but has a different meaning. For example it may be "blue" which sounds like "blew." Or it may be "tide" that sounds like "tied." There are many such words. Let us imagine that your group uses "tide."

The player who left the room returns. The group then will use sentences, but instead of the words "tide" or "tied," it will use the word "teakettle." The player who is "it" must figure out the correct word.

You may use sentences like these: "The teakettle (tide) came in so fast we were almost drowned." "The two players teakettle (tied) for first place." "The horse was teakettle (tied) to the post."

The game goes on until "It" guesses the word. Then the player whose sentence gave the clue becomes "It," and has to leave the room as the group decides upon some other word.

INDIAN PRINCESS

10 to 30 players

Indoors

All the players sit around in a circle. One girl goes out of the room. While she is out the rest of the players choose a girl to be the Indian Princess. Then the girl who left the room comes back.

She finds everyone doing the same thing. First everyone is clapping hands. Then suddenly it changes to everyone shaking their heads, then they all wave their arms. They all change from one motion to another at the same time. The girl who left the room must try to find out which girl is the Indian Princess, who is responsible for leading and changing the motions.

The other players are very careful in watching the movements of the Indian Princess, but they try not to look at her as they copy the things she does.

The girl who is guessing must watch carefully, too. When she guesses correctly, the Indian Princess becomes the guesser and leaves the room. Someone else is then chosen to be the new Indian Princess.

I TOOK A TRIP

4 to any number

Indoors or outdoors

All the girls sit around the room in a circle. One player is the leader. She goes around the room and says to each player, "I took a trip. What did I take along?" The players name any object they please. One may say, "A suitcase." Another says, "A necktie." Other answers might be, "A lunch basket," "An alarm clock," "A peanut butter sandwich," and, "A poodle dog."

After each player has named an object, the leader asks a question. She may ask any kind of question she thinks will be funny, because the players are not allowed to laugh! She asks the same question of each player, and each player must give the same answer she gave the previous time.

Suppose the leader now asks, "What did I wear around my neck?" Or, "What did I find in my berth?" Then the answers would come out, "A suitcase," "A necktie," "A lunch basket," and so on. Anyone who laughs is out of the game, so the leader tries to think of questions that will make the answers seem very funny and silly.

After everyone has had a chance to answer the first question, the leader asks another question, and then another, trying to get all the girls to laugh. The player who doesn't laugh and stays in the game longest wins.

WHO IS MY NEIGHBOR?

8 to 30 players

Indoors or outdoors

This is a voice guessing game which can only be played by girls who know one another well.

Arrange half as many chairs as you have players. For example, if you are playing with 20 players, have 10 chairs. You can also play without chairs by simply having the players sit on the floor or ground.

Half of the players sit down and blindfold themselves. Then each standing player will walk over and stand beside one of the seated girls.

The game starts when one of the standing girls sings part of a song to her neighbor. The blindfolded girl must guess who her singing neighbor is. She may take several guesses. As soon as she guesses correctly she takes off the blindfold.

Then the next standing player sings part of a song, and her neighbor must guess who is singing. As soon as all the sitting players guess who their neighbors are, the players switch sides. The standing players now sit with blindfolds on, and the sitting players stand and sing.

It's perfectly fair to disguise your voice so that your neighbor will have a hard time guessing who you are. If the girls want to find out which side has the best guessers, let someone keep track of the time it takes each team to finish guessing.

RHYTHM

4 to 20 players

Indoors or outdoors

Here's an interesting game for girls 9 to 12 years old. Everyone gets in a circle, sits down, and each girl counts off a number beginning with one. If there are 12 girls playing the game the numbers from 1 to 12 will be used. Everyone must remember her number.

The player who called off number 1 starts by clapping her hands twice. Then she calls off her own number. Upon hearing her number everyone in the group claps twice at the same time. But on the next beat number 1 snaps her fingers twice, and calls off the number of some other player. The other players snap their fingers with number 1, but they listen to hear the number she is going to call out. The player whose number was called must be ready to call out her own number at the next beat, and continue doing what number 1 did.

Remember that everyone claps hands and snaps fingers together without missing a beat. This is how it goes:

Everyone claps twice (CLAP, CLAP). Then the player whose number was called calls out her own number twice (1, 1). Then they all snap fingers twice (SNAP, SNAP). Then the player calls out the number of some other player. In this case let's say she called out (4, 4). Then player number 4 must be ready to clap her hands twice, call out her own number twice, snap her fingers twice, and call out the number of some

other player. This must all be done in rhythm without missing a beat. So be on your toes.

If a player misses her number then she is out of the game. The last player left wins. Be sure to practice a few times so that everyone understands the game.

GEOGRAPHY

4 to 14 players

Indoors

Here is a good game for 10 to 12 year olds to make use of their knowledge of geography. The group forms a circle and one player starts the game by saying the name of a city. The next girl in the circle must then give the name of any *city, state* or *country* beginning with the last letter of the city.

Let's say the first girl starts with "Chicago." The next girl must give a name starting with an "O." She might say "Oklahoma." Then the third girl will have to start her name with "A." She might say "Australia."

The fourth player might say "Akron." Then the fifth player could say "Norway," and so on. No name can be used twice.

When a girl can't think of a name beginning with the last letter of the one just given, she must drop out of the game. When only one player is left she is the winner. After a while the group may want to set a time limit for each turn. You can do this by having everyone clap hands ten times, and if the player can't think of a geographical name within that time, she is out.

MATCHING WORDS

4 to any number

Indoors

There are a great many expressions in our language that we use every day. This game will give you an idea of how many you know.

The leader passes a sheet of paper and pencil to each player. Then she asks a question such as "What goes with salt?" Most players will think of "pepper." Or what goes with "black." The answer would be "white." The players write down their answers as the leader quickly calls out the words to be matched. The girl with the longest list of correct words is the winner.

Here are some combinations for you to start off with:

Cats and dogs
Ham and eggs
Bread and butter
Adam and Eve
Soap and water
Right and wrong
Hide and seek
Boys and girls
Big and little
Thunder and lightning
Hands and feet
Weak and strong
High and low
First and last
Hat and coat
Shoes and socks



DITTO

10 to 30 players

Indoors or outdoors

Ditto is a very funny game, but it is hard on the players because they aren't allowed to laugh. Here's how it goes.

All the players sit close together in a circle. A player starts the game by turning to her neighbor on the right and doing something to her. She may squeeze her arm, or muss up her hair, or straighten her dress, or make a funny face at her. Whatever she does, the neighbor must do to her own right hand neighbor, and that girl must do the same thing to her next neighbor.

This goes on all around the circle until it gets back to the first girl. Anyone who laughs is out of the game. Or instead that person can pay a forfeit to stay in the game (see "Forfeits," page 74).

The player to the right of the first person to start the game then has a chance to do something else to *her* neighbor, and the game goes on.

TWENTY QUESTIONS

5 to 30 players

Indoors

While "It" is sent out of the room, the rest of the players get together and decide upon some person, place or object. As soon as they decide, they call "It" in.

"It" must now guess what the object is. In order to guess she may ask 20 questions, no more. She may, however, guess it in less than 20 questions if she can. She must ask questions which can be answered by either "yes" or "no."

Let us imagine that your group has chosen Abraham Lincoln as the person to be guessed. "It" comes in and goes around the room asking each player one question. This is how the game might go:

"Is it a person?"	"Yes."
"Alive?"	"No."
"Is this person an American?"	"Yes."
"A man?"	"Yes."
"Was this person a writer?"	"No."
"Was he a scientist?"	"No."
"Was he a statesman, or in politics?"	"Yes."
"Was he ever president of the United States?"	"Yes."
"Was it Roosevelt?"	"No."
"Did he live during the Civil War?"	"Yes."
"Was he responsible for freeing the slaves?"	"Yes."
"Was it Abraham Lincoln?"	"Yes."

This was guessed in 12 questions. In this case "It" wins. If "It" hadn't guessed Abraham Lincoln in 20 questions, then "It" would have lost.

TEST YOUR MEMORY

5 to 20 players

Indoors

Arrange about 15 objects on a table. The objects can be a pencil, a hat, a carrot, dish, pin, ribbon, bracelet, ring, spool of thread, etc. After you have set them out, cover them with a cloth. If you do not have a cloth handy, the players can stand with their backs to the objects, so they cannot see them until the signal is given.

Supply each girl with a sheet of paper and a pencil. The players gather around the covered objects. When you give the signal, or take off the cover, the other girls carefully and quickly study the objects. In exactly one minute you must cover up the objects, or tell the girls to turn their backs.

Then the girls must each write down as many of the objects as they can remember. The player with the longest list of correct objects wins.

THE MIND READER

4 or more players

Indoors

Here's a clever game of mind reading that keeps most players guessing. To begin with, everyone but the Mind Reader is given a small square of paper and a pencil. Each player is to write a word or a short sentence on her paper. Then each player folds her paper in quarters, so they all look alike from the outside.

Now, we may as well tell you that one of the players is really working in "cahoots" with the Mind Reader. (That means that secretly they are partners.) This girl collects the folded papers, and makes sure to put her own at the *bottom* of the pile when no one is looking. Her message is part of the "cahoots." She and the Mind Reader *both* know what it is, as they have decided on it beforehand!

Now the Mind Reader takes the papers. She takes the one on top of the pile and presses it to her forehead as if the message is going through into her head. Then she says the message of the girl who is in "cahoots" with her!

Of course, the girl in "cahoots" says that it was her message, and the Mind Reader then opens up the paper she had held to her head, as if to check. But she really does it to see what the next message is! Then she presses the second paper to her forehead, and says the words she has just read on the first paper. Another player recognizes it as her own, and claims it. Then in order to check on it, the Mind Reader opens the next piece of



The Mind Reader works in a mysterious way.

paper, and learns what the third message is. This goes on until all the papers have been read.

Everyone has a hard time trying to find out how the Mind Reader really does it!

BLACK MAGIC

5 or more players

Indoors

Here is another game to play in "cahoots." Two of the girls are partners, but the rest of the players do not know it. One of the partners leaves the room while the rest of the players place three objects on the floor. They decide which object the girl outside should guess, and then they call her in.

The player who is to guess studies the three objects very carefully, as if she is trying to concentrate on the right one. But she is really watching her partner's thumbs. If the object on the right was chosen the partner's thumbs are crossed so the right one is over the left. If the object on the left was chosen the left thumb is over the right one. If it was the middle object, then both thumbs are held together, side by side.

EASY GAMES

These games were especially chosen for girls in the 6-to-8-year group. Older girls will enjoy them too, just as many of the games in other sections are also suitable for 6-to-8-year-old girls. But these games are all sure-fire favorites and are simple enough for younger girls to learn quickly and easily.

I SAY STOOP

5 or more players

Indoors or outdoors

All players stand in a circle with a leader in the center. When the leader calls out, "I say *Stoop*," she stoops and then stands up again. When she does this, all the other players should do the same thing.

But then the leader tries to fool the players. She stoops and stands up, exactly as she did before, but this time she says, "I say *Stand*." Those who stoop when the leader says "Stand," even though the leader stooped, are out of the game. The secret of the game is to do only what the leader says, not what she does!

The game continues until only one girl is left in the game. She is the leader for the next game.

THE HOPPING GAME

5 or more players

Outdoors

All the players but one line up side by side. The extra girl faces them. She starts by saying, "I spy."

The others ask, "Who do you spy?"

She answers, "A little girl with blue eyes," or whatever is the color of the eyes of the girl she selects.

The others ask, "What's her name?" and she answers with the name of the girl.

Then the girl who was chosen stands on one leg and hops out of the line toward the girl in front. She holds her hands in front of her the way players do in playing "clap hands." The other girl does the same thing.

When the two girls get close to each other they try to throw each other off balance. However, they can only touch each other by slapping hands. The girl who is the first to lose her balance and put her second foot down on the ground gets back into the line. Then the winner is the one to say, "I spy."

Sometimes one girl has a chance to say, "I spy," many times before she is defeated.

MUSICAL CHAIRS

6 to 40 players

Indoors

Here is an old favorite that is sometimes called "Going to Jerusalem." If you don't have a radio, record player, or musical instrument have someone hum or sing a tune.

Line up a row of chairs with alternate chairs facing in opposite directions. If the seat of one chair is facing north, then the seat of the chair next to it should be facing south. Now be sure to have one chair less than the number of players. If you have 10 players have only nine chairs. This is important.

As soon as the music starts all the players begin to walk single file around and around the chairs. Suddenly the music stops. There is a big scramble for seats. One person is left without a seat, and that player must leave the game. Then a chair is taken away, so there is still one chair less than the number of players.

The music starts again. The players walk around, and then the music stops. All try to grab seats. The player without one leaves the game, and another chair is taken away. This goes on until there are two players walking around one chair. It gets pretty exciting at this point. When the music stops the player lucky enough to get into the chair wins.

DRESS UP RELAY

6 to 30 players

Indoors or outdoors

Here's a game that will make everyone laugh. Before you begin, make sure that each player has an extra item of clothing which she can use in the game.

Divide the group into equal teams. Each team chooses a captain who should stand about 30 feet away. At a given signal the first girl on each team runs up to her captain and puts a piece of clothing on her, such as a hat, shoe, scarf, pocketbook, umbrella, etc. Then she runs back and tags the second girl on her team.

The second girl runs to the captain, adds her article of clothing, and runs back to tag the third girl. The third girl dresses the captain some more, and so on until each member of the team has added an item of clothing. You can imagine what the captain looks like after everyone on the team has had a chance to help dress her up!

The team that finishes first wins.



*The captain is certain to keep warm in
"Dress Up Relay."*

CHARLEY OVER THE WATER

8 to 14 players

Indoors or outdoors

All the players form a circle and hold hands. One player stands in the middle. She is called "Charley." The players, still holding hands, skip around in a circle calling out:

Charley over the water,
Charley over the sea,
Charley caught a great big fish,
But can't catch me.

Just as soon as the players finish singing, they stoop. They'd better do this quickly, because Charley will try to tag any player before she stoops! If Charley does tag a player then that player changes places with Charley. If Charley can't catch another player she just remains Charley, and the game continues.



TAG THE OBJECT

8 to 25 players

Indoors or outdoors

All the players get into a circle with "It" in the middle. An object, such as a ball, hat or stone, is passed around from one player to the next. "It" must try to tag the player who is holding the object. But, of course the players pass the object around very quickly, so that "It" really has to be on her toes.

The girl who is tagged while holding the object becomes "It" and goes into the center of the circle. The former "It" joins the other players.

STOP AND LISTEN

3 to 40 players

Indoors or outdoors

This game can be played almost any place where there are things to tap. One player is chosen to do the tapping while the others guess. The tapper stands behind the other players, and they must not try to turn around. Then she taps various objects.

She can tap anything she wants. She may tap the window. She may tap the floor, or a pot, or a lamp shade, or a newspaper. If she is outdoors she can scratch the bark of a tree, or tap the sidewalk, or fence.

The first person to guess what the sound is has a turn to become the tapper.

RING ROPE

10 to 25 players

Indoors or outdoors

For this game you need a long rope with its ends tied together. All the players stand in a circle holding the rope with both hands.

Two girls walk around the inside of the circle. They try to tap the hands of the girls holding the rope. If a player thinks her hands are going to be tapped, she should quickly drop the rope, because the girls in the middle must tap hands while they are still holding the rope. Of course, they may try to fool the players by pretending to tap one girl's hand, and then really tapping the hand of the girl next to her!

If one of the middle players taps the hand of a girl who is still holding the rope, they exchange places and the girl who was tapped becomes one of the middle girls.

CAT AND MICE

8 or more players

Indoors

All the girls but one sit on chairs arranged in a large circle. In the middle of the circle there is a table and the extra girl hides under it. She is the "Cat."

As soon as she calls out, "Ready," two or three girls, who are the "Mice," walk over to the table and tap on it. They stand there and tap until the "Cat" cries out, "I'm going to catch you!" She must try to take them by surprise as she jumps out from under the table. She jumps out quickly and tries to catch one of the "Mice" before they can get back to their chairs in the circle.

If the "Cat" catches a "Mouse" she takes that girl's chair in the circle, and the girl becomes the next "Cat." Otherwise the same girl remains the "Cat" until she can catch a "Mouse." However, different girls should have a chance to be "Mice" even if the other "Mice" were not caught.



CALLING NUMBERS

3 to 7 players

Outdoors

Each player takes a number, starting with number 1. One of the girls is chosen leader for the first game. She throws a ball against a wall, or if there isn't any wall she tosses the ball up into the air. At the same time she calls the number of one of the players.

The girl with that number must run forward and catch the ball before it bounces twice. If she catches it on the fly, she gets two points. If she catches it on the first bounce, she gets one point. Otherwise she doesn't get any points.

The leader must be sure that each girl gets three turns, and then the girl who has the largest number of points is the leader for the next game.

ELECTRIC SHOCK

20 or more players

Indoors or outdoors

Divide the group into two equal teams. The teams face each other, and the players on each team stand side by side, a little distance apart.

At the starting signal the first player on each team taps the shoulder of the girl next to her. The second girl quickly taps the shoulder of the third girl. The third girl taps the shoulder of the fourth girl.

This continues until the end girl on one of the teams calls out, "Ouch!" That means she has gotten the electric shock. The first team to "feel" the electric shock wins. The next time you play the game, the head girl goes to the end of the line and the second girl becomes first.

CATCHING THE STICK

6 or more players

Indoors or outdoors

For this game you will need a cane, or a yardstick, or any straight stick about three feet high. All the girls except one stand around in a circle. The extra player stands in the middle of the circle. She stands the stick up on the floor and holds the top of it with her fingers. In that way the stick won't fall over.

The players standing around in a circle take numbers by counting off beginning with "one." Then the game is ready to begin.

The girl in the middle calls out a number, and takes her hand off of the stick. The person whose number is called must run up to the stick as fast as she can to grab it before it falls on the ground.

If the stick hits the ground before the player can get to it, then she must go back to her place in the circle. But if she does get the stick before it falls, she changes places with the girl in the middle. Then the new middle girl calls out numbers and holds the stick.

FOX AND GANDER

4 to 10 players

Outdoors or in a large room

Two players are selected out of the group. One is the fox, and the other the gander. The others are all geese. The geese all line up behind the gander, each player putting her hands on the shoulders of the girl in front of her. The fox faces the gander, standing five feet away.

Then the fox says, "Goosey, goosey, gander," which is the signal to begin. The fox runs over and tries to tag the last player in the line.

The gander spreads her arms out wide, trying to protect her flock and keep the fox from tagging the last goose. The line of geese sway from side to side to prevent the fox from tagging the last goose.

When the fox does tag the last player, the fox becomes the gander and stands first in line. The last player becomes the fox. The former gander is now second in line, and everyone else shifts down.

This is a game with lots of action, and everyone has a chance to be the fox, the gander, and one of the geese.



Will the Fox get the Goose? Not if the Gander can help it.

HOT OR COLD

Any number of players

Indoors or outdoors

One girl leaves the room. While she is away, the other players choose some object for her to guess when she comes back. You can choose a door, a vase, a picture, a pillow, etc. If you play outdoors, you can choose a tree, the steps, a bush, a doorbell, garage doors, etc.

After the group decides on the object, the other girl is called in. She must try to guess the object. When she moves towards it, the group says, "Warm." As she gets closer, everyone says, "Warmer." When she gets very near it they say, "Hot."

However, if she is far away from the object everyone says, "Cold." If she then moves further away, they say, "You're getting colder." The game goes on until the girl guesses the object, and then another girl takes a turn.

You can play the same game a little differently. Instead of saying "Hot," or "Cold," you all hum. The closer the girl gets to the object, the louder everyone hums. When she goes farther away from it everyone hums more softly.

FOUR UP

10 or more players

Indoors

This is a good game to play in a classroom. Here is how it goes:

Four or more children are chosen to come in front of the room. If there are more than 20 children altogether, then more than four can be up. The others then put their heads down on their desks, and are not allowed to peek.

Let us pretend we are using four children up, for this game. The four then tip-toe around the room as quietly as possible. Each one lightly taps a girl and whispers, "Someone is tapping you." The girl who was tapped does not look up. She remains with her head on the desk but raises her hand so she will not be tapped twice. Of course, the tappers try to disguise their voices. Then the four tappers go back to the front of the room.

Now those who have been tapped stand up. They are supposed to guess who tapped them, but each has only one turn to guess. The tappers don't let them know if their guesses are right or not *until all have had a chance* to guess. Then the tappers tell the players if they were right or not.

Those who guessed correctly change places with the tappers. Those who didn't guess right sit down again, and the tappers who were not caught are tappers again.

GIANT'S CAVE

5 to 25 players

Outdoors

One player is the giant. She hides behind a tree or bush or near a fence. The other girls are the children. Each one has her own goal line or home marked off. Another player is the mother. She tries to warn her children. This is how it goes:

The children all call out, "Mother, may we go out to play?" Mother answers, "Yes, but don't go near the giant's cave." Then the children leave their "homes" and run about. Some may go as near as they can to the giant's cave.

The giant can't go out until the mother calls, "Children, children, hurry home, or the giant will catch you." As soon as the Mother says that, the giant rushes out, and tries to catch as many children as she can.

Those who are caught become giants, too. They stay in their "homes," which have now become caves. The game becomes more exciting because there are more giants running out from many places.

WHO'S AFRAID OF THE TIGER?

10 or more players

Outdoors

Two goal lines are marked off about 30 feet from each other. All the players except one stand on one goal line. The extra player is the "Tiger." She stands in the middle and faces the players.

When she calls, "Who's afraid of the tiger?" the other players answer by calling out, "No one." Then they run as fast as they can to the opposite goal.

The "Tiger" tries to catch as many players as she can. Those who are caught join her in standing between the goals. Then they help the "Tiger" catch the others. The last girl to be caught is "Tiger" when the game is played again.



PUSSY WANTS A CORNER

5 or more players

Indoors or outdoors

Here is a game that is very popular with young players. Players either sit in chairs arranged around the room, or have goals where they stand. There is a chair or a place for everyone except the "Pussy."

The girl who is "Pussy" stands in the middle of the room. She starts the game by walking over to a player and saying, "Pussy wants a corner." The player answers, "Ask my next-door neighbor."

While this is happening other players are changing places with each other. The girl who is "Pussy" runs and tries to get a place. If she does, then the player left without a place becomes "Pussy." If the "Pussy" doesn't get a place, after a while she may go back to the center and call out, "All change." Then all the girls have to switch seats, and the "Pussy" has a better chance of getting a spot.

SLAP JACK

10 or more players

Outdoors or indoors

All the players except the one who is "It" stand in a circle. They all hold their hands behind their backs. "It" carries a rolled-up newspaper and walks around the outside of the circle, behind the backs of the players.

"It" walks around until she puts the newspaper into the hands of one of the players. As soon as that girl feels the newspaper, she grabs it and slaps her right-hand neighbor with it across the back.

The neighbor runs around the circle with the other girl chasing her. "It" in the meantime steps into the first girl's place. The neighbor runs around the circle and tries to get back home before she is caught. If she gets home safely the other girl is now "It." However, if she is caught, she becomes "It."

MOTHER MAY I?

6 to 25 players

Outdoors

You'll need a lot of space for this game, so mark off a starting line, and a goal line about 50 feet away.

Choose someone to be "Mother." Mother stands near the goal line, but she faces the players who are lined up side by side at the starting line. Each player takes a turn asking, "Mother, may I take some steps?"

Then "Mother" answers by telling the player what kind of steps she can take. She may say, "Yes, you may take three baby steps." Or she may tell the player to take 10 giant steps, or 6 scissors steps, or 3 side steps. Or she may say, "No, you may not take any steps."

But while this is going on the other players try to move without being seen. You see, they are not supposed to move without getting permission, so they try to steal across by taking tiny little steps. They are really taking a big chance because if "Mother" sees them move she will make them go all the way back to the starting line.

The first player to reach the goal line wins. She becomes Mother when the game is played again.

STIR THE SOUP

8 or more players

Indoors

The players sit on chairs arranged in a circle. "It" stands in the middle with a cane, a yard stick, or something she can tap on the floor with.

The players get off their chairs and walk around "It." As they walk they say, "Let's stir the soup. Let's stir the soup." "It" pretends to stir the soup with her stick.

Suddenly "It" taps on the floor three times! As soon as she does this there is a big scramble for the chairs. "It" drops what she was holding and also runs for a chair. The player left without a chair is "It" the next time.

SHADOW TAG

3 to 20 players

Outdoors

Shadow tag can only be played on sunny days. Can you guess why?

When you play shadow tag you don't tag the person at all. You chase her, and when you get close enough you jump on her shadow. When you do this you yell out her name at the same time. Then she is supposed to stop right then and there, and she becomes "It."

SIDEWALK GAME

U R
2 good
2 B
4 got 10

you are
too good
to be
forgotten

(This is a sidewalk game which children all over America play. All you need is a piece of chalk and a sidewalk. Then figure out something to write by using numbers and letters instead of words, as above.)

101

Best Games

FOR TEEN-AGERS



TABLE OF CONTENTS

INTRODUCTION by Dr. Eduard C. Lindeman.....	5
TIPS ON PLANNING GAMES.....	7
1. ICEBREAKERS	11
No Strings Attached Song Scramble What Do You Expect? Who Am I? Rhyme Your Name Fish Pond Dance with the Broomstick What's Your Line? Numbers	
2. PARTY THEMES	21
Round-Up Carnival County Fair Hobo Party Hallowe'en Party Alice in Wonderland Party Mardi Gras Gay Nineties Party Broadway Musical Night Club A Trip Around the World	
3. PARLOR GAMES	33
Charades Word Charades Charades of More Than One Word Musical Charades Art Charades Indian Chief Match Box Relay Down You Go Rhythm Senses Touch and Tell Lemon Relay Make Me Laugh In the Manner of the Adverb Jacob and Rachel Scrambled Anatomy Swat Alphabet Race How Do You Like Your Neighbor? Magic Music Silly Whistle Name Six Art Gallery Likes and Dislikes Pass the Orange Taboo Magnetism Photographer Telepathy Bow Wow Last Couple Stoop	
4. MENTAL GAMES	66
Spinning a Yarn Hink Pink Botticelli Highbrow Proverbs Tillie Williams You're In Music Detective Guess the Authors Guggenheim Teakettle	

5. AUTO GAMES	79
Landmark Addition Now How Many People?	
Buzz Alphabet Billboards My Trip Even and	
Odd First Letters Hidden Words Association	
Neighbors Ghosts Travel Tales Climax State	
Capitals and Products Magic Fifteen Dots and	
Dashes Travel Geography	
6. OUTDOOR AND PICNIC GAMES.....	95
Suitcase Mystery Dodge Ball Ice Cube Surprise	
Crows and Cranes Elbow Tag Obstacle Run	
Centipede Race Scavenger Hunt Mass Leap Frog	
Clothes Line-Up Newspaper Step On Treasure	
Hunt Bike Slalom Clothespin Relay Mint Relay	
Shoe Scramble Pom Pom Pull-Away Blind Horse	
Giddyap Jousting	
7. SIMPLE DRAMATICS	113
Role Play Shadow Play Television Pantomime	
Paper Bag Dramatics Puppets	
APPENDIX	126

INTRODUCTION

101 BEST GAMES FOR TEEN-AGERS is definitely and unmistakably a "How to Do" book. It is a tool ready to be used by both professional and amateur leaders of youth. It tells the reader how to use 101 assorted games for various types of occasions and groups.

This, the practical character of the book, does not imply that the authors have not been aware of certain theoretical considerations. As a matter of plain fact, the very process of selection in this collection of games gives indication of a high sense of both principles and values. But the feature of this book which is of greatest importance from my point of view is the fact that this is not a mere conglomeration of games culled from miscellaneous sources but is on the contrary the culmination of actual experimental work in recreation with teen-agers. Those games which have stood this practical test and only those have been included.

What is the standard of measurement for a good game? The first and most important quality of a good game is this: those who are participants must give clear, observable evidence that this is an activity which they genuinely enjoy. This means

that it precipitates an atmosphere of fun, of merriment. At the same time such a game should possess the quality of interest. If it leads to quick boredom, it is not a good game. A good game is one which is well-selected for the purpose in mind. Any gathering of teen-agers, especially if they are not members of an acquaintance group, is likely to become an awkward situation unless somebody knows how to break down the barriers of strangeness and isolation. An appropriate game under such circumstances is classified by the authors of this book as an "ice-breaker." Their selection of tested "ice-breakers" seems to me excellent and many of the games which they propose will be found suitable for grown-ups as well as teen-agers. And this may be said about the collection as a whole.

But this is, perhaps, not the proper place to extend these remarks on the essential qualities of a good game. My principal purpose in writing this brief introduction is to say clearly and emphatically that this is a sound, practical and lively book and I earnestly hope that it will be widely used. I take pride in the fact that one of its authors, Godfrey Frankel, has been a student in my classes.

EDUARD C. LINDEMAN

Professor of Social Philosophy
New York School of Social Work
Columbia University (retired)

TIPS ON PLANNING GAMES

It is possible to have a successful party or program without previous thinking or planning. When this happens, consider yourself lucky, because it doesn't occur often. But with careful planning, you are more certain of a variety of interesting activities that will provide everyone with an enjoyable time.

As teen-agers, you should have the opportunity to develop your own party or program even if you have adult assistance. Adults, through their greater experience, can often help you, but you should select the games and the type of program, and handle details in your own manner. It should be your own party or program. Your time, tastes, efforts and personality will be responsible for success of the affair. The same feeling should be carried over into the activities; that is, your guests should feel that it is their party and they should feel free

and easy about entering games. Once they are part of the party and enjoy it, the program is sure to be a success. Only through careful planning can you achieve this.

To get everyone to participate, you must design your program to include the maximum number of games for everyone's taste. The boys coming to the party may like active games, the girls quiet games, or vice versa. Find out your guests' tastes ahead of time. Also, consider the ages and skills, the size of the group, and the space where the games will be played. An older group will enjoy a few Mental Games along with some Parlor Games. If the group is large, be sure your room space is big enough for the kind of games you're planning. Remember that active games take more space than quiet games. Also, remember that some very active games are best played outdoors. For indoor games, decide what to do with the furniture in the room. Should it be removed? Can it be cleared to one side? All these factors should be part of the planning.

If members of the group do not know each other, be sure to start off with a few icebreakers. Even when guests do know each other, icebreakers can often be used to advantage. They are easy to play and they set a friendly tone for the party. So, start off either with an icebreaker or two or an easy-to-learn game and perhaps a song to warm up the group. Then, because most people like variety,

mix up your games so they are of different types. You might balance a Charade game with Swat, and the Lemon Relay with You're In. If the group likes a particular type of game a great deal, be ready with another game like it for later in the program.

For very large events, you should elect a planning group and some of its members can be designated to lead the games. Others can send announcements or invitations to the guests. Committees can be set up to handle decorations, refreshments, finances and clean-up.

Demonstrate the games before playing, so everyone will understand them. You may find, after your elaborate planning, that the guests aren't interested in playing some of the games selected. To be prepared for that possibility, the group should have other games in mind so the program can be changed to suit the taste of the guests. After all, the essential point of any party is to see that everyone has a good time. So, while you plan your program, be ready for some flexibility.

Each game in this handbook has been chosen for (1) the popularity and appeal of the game itself to teen-agers; (2) the likelihood that almost all of the guests will want to join in; (3) the value of the game in creating friendly spirits; and (4) the fact that the game can be performed easily by teen-agers. Although the authors had in mind players between 13 and 19 when selecting games for the book, in

some cases younger people may enjoy playing, and in all cases adults will have as much fun as the youngsters. This is especially true of the Auto Games, in which the grown-ups are expected to participate while driving.

Many of the games here are old favorites, many have a different twist, and several are brand new. Physical or mental, active or quiet, games are intriguing. The player becomes more relaxed in the group . . . he discovers new things about himself and others . . . he finds himself part of a group that is captivated by a pleasurable common interest. He "belongs."

Games themselves have a folklore. Like stories, songs and dances, games by the hundreds have been handed down from generation to generation. Of the games illustrated in the 16th century painting, "Children's Games" by the Flemish artist Breughel, 65 are still played today in community centers, playgrounds, schools and streets. Some of those games are blindman's buff, tag, leap frog, and hide-and-seek. Of the thousands of games played in America today, we have culled the 101 that we and our teenage friends consider the "best."

We hope this book will bring you many hours of pleasure. Have fun!

ICEBREAKERS

That's just what they are supposed to do—break the ice—and get people better acquainted at the start of a party or any kind of social gathering.

Often a few icebreakers are planned for later in the party to make sure it is moving along well. When people enter into the spirit of the party, they feel happier, they make friends and the party is assured of success.

Let's break the ice!

NO STRINGS ATTACHED

Here's a novel way of breaking the ice. As the guests arrive they are given the ends of strings. They are told to take their string and follow it as it trails along the floor, over and under chairs and tables, rolling the string up as they go along.

This game becomes fun and the guests become better acquainted as they discover their strings tangling with each other. Then, at the end of the string, each guest finds that someone else, either a boy or a girl has the other end.

No Strings Attached requires preparation. Long strings have to be trailed in advance over and under furniture, across the floor, around tables and chairs, and in and out of rooms. In order to have the two ends of each string handy near the door, you should have a helper. Then you can hold one end of each string and the helper, standing beside you, can hold the other end, to be given out as the guests come in. You need only as many strings as you have couples. By doing this, you can have a handful of string ends to give out to the boys, and your helper will have string ends for the girls. Everyone will then find a partner of the opposite sex.



'Hi! You're just in time for No Strings Attached!'

SONG SCRAMBLE

Here is another good self-starter. Select several songs known to the group at your party. Write each line of the song on a separate slip of paper. When the guests arrive give each a slip.

The guests are to find the other players that have the same song. And then they must arrange the lines in the right order, and sing the song as soon as they can. The group that sings its song first wins.

It is surprising how unfamiliar a well known song can look when all one sees is an isolated sentence.

Sometimes a group finds that one line is missing and has to go searching around for a missing player.

For a variation, you can play "Split Proverbs," using familiar quotations, such as "Early to bed, early to rise," etc. instead of song lyrics.

WHAT DO YOU EXPECT?

Ask the guests privately as they arrive what they expect at the party. Be prepared to write down on paper the name of the person and what he expects, such as a good time, good food, a girl or boy friend, or anything else.

When everyone has arrived read the list out loud, and the group will laugh at the different ideas people have. The name of the person need not be read.

This icebreaker also serves to tell the host or hostess what the guests would like to do at the party.

WHO AM I?

Here's a good mixer, with everyone asking questions of each other at the same time.

Pin slips of paper with the names of well known persons, living or dead, on the backs of the guests as they arrive. Then let them try to find out their own identity from each other. Of course they can see the names of everyone else—but not their own.

Players cannot ask the same person more than one question at a time. They must go from one person to another. Answers can only be given in the form of "Yes" or "No." When the player thinks he knows who he is, he doesn't say anything until he goes to the host and asks him. The host confirms it.

For example: A player asks, "Am I a general?" or "Did I fight against England?" and so on. He does not ask, "Am I George Washington?" He saves this type of direct question for the host—when he feels he has guessed his identity. If he has guessed the wrong person he keeps asking others questions until he finally gets it right. After the player guesses his identity he rejoins the game as an answerer.

The host can keep a record of the order in which players guess their identity and declare the winner later. The game is noisy and funny, because everyone is busy trying to be the first one to find out who he is. Players must also answer questions put to them by others. (A word of caution to the host—Cover or remove all mirrors.)

RHYME YOUR NAME

After all the guests have arrived you can use this little device to become acquainted. Each guest stands and announces his name with a brief rhyming description of himself. For example,

"I'm Jack, I'm as sharp as a tack."

"I'm Nancy, but I'm not fancy."

"I'm Myrtle, I'm faster than a turtle."

Some names are difficult to rhyme, and in such a case the player is allowed to use his last name, or put his name in another part of the sentence. For instance:

"Elmer I am called, but I'm not bald." Try to make the rhymes funny.

Your guests will be almost certain to remember everyone's name this way.



FISH POND

Here's an icebreaker that is novel and certainly provides a lot of fun. It is especially good when there are an equal number of girls and boys.

The girls hide behind a screen or, if there is no screen, behind a door which is open a few inches. One boy is given a string with a pencil or light weight tied on the end. He throws the string over the screen and without knowing who has thrown it, a girl on the other side grabs the end. Then she comes out from behind.

Each boy gets a turn until all the girls have come out from behind the screen. Then they all have partners for the game or dancing that follows.

DANCE WITH THE BROOMSTICK

For this dance, if you don't have an equal division into couples, it doesn't make any difference if girls dance with girls and boys with boys. Divide up, leaving one person without a partner, but give this brave volunteer a broomstick instead.

The leader plays a piano or phonograph. While the music plays, the couples must dance—the guest with the broomstick dancing too, just like the others. Suddenly the music stops—even in the middle of a bar—and everyone must switch partners. The guest with the broomstick drops it and grabs the nearest partner. The person left now without a partner gets the broomstick! And the dance continues.

This is great fun for all, and a way of getting people better acquainted.

WHAT'S YOUR LINE?

The object of this icebreaker is for the players to guess each other's job, ambition or major study.

After the guests are comfortably seated around the room they each have a chance to stand up and act out in pantomime, what their line is. A typist will pretend to be typing. A young chemistry student may pretend to be doing an elaborate experiment. Someone planning to be a detective may go through the actions of tracking down a criminal.

If some of the guests happen to know each other beforehand, they should not participate, but should leave the guesswork to those who have just become acquainted.

This is a good icebreaker, for remembering people and lending a warm and chummy feeling to the party.

NUMBERS

The host counts the number of guests present. Then he calls out in the following manner, "We have 30 people here. Now when I say, 'Mix into threes,' I want you to get into groups of three. When I call, 'Mix in fives,' then quickly get into groups of five, and so on. Now, ready! Mix in threes!"

This becomes lively, because the guests have to scurry around and get into groups of the required size. There is usually borrowing and shuffling around before the groups are all of the same number.

The real fun begins when you call out, "Mix in tens!" This is a sure way to get your guests better acquainted and start the party off with a bang.



2.

PARTY THEMES

A party theme is an overall idea which is carried throughout the games, skits, decorations, costumes and music of a party. Interesting themes always create more exciting parties. Of course this takes more planning and work, but in the long run it is worth it.

Publicity folders or invitations announcing a theme party are fun to design and to receive. Make them attractive and convincing. For example, in a "Round-Up" party theme, sketches of cowboys, corals, ranches and lariats can be drawn or traced on folders, and color added with crayons or show-card paints.

ROUND-UP

How about a party with a Wild West theme?

Everyone attending should come dressed in jeans, with cap pistols and ten-gallon cardboard hats. These hats can be purchased inexpensively at most novelty stores or costume agencies.

Movie billboard distributors in most cities have on file large signs of western films which they will generally permit you to borrow. You can hang these on walls and drapes. For dramatic skits you can choose from such subjects as: 'The Gold Rush, The Frontier, or Building the First Railroad.

Plan a rodeo and use suitable games from the Outdoor Games chapter of this book. You might give the games western names. Have two people become a horse and bull using heads which you can rent from costume agencies. Put a blanket over each "animal" and make them look almost real. The horse and bull will be a feature of the rodeo, if you get someone to ride the horse and try to lasso the bull.

For music with the skits or the rodeo you can play songs such as "Home on the Range," and "Buttons and Bows."

You can find enough material here in the Round-Up theme for an entire day or week-end. If you are planning a shorter party, simply select some of the above suggestions. Good luck, pardner.

CARNIVAL

Atmosphere is built up with booths, colorful crepe paper, floating balloons, and sawdust on the floor. Booths are made by hanging drapes or cloth from a simple wooden framework or from the ceiling. In sharp voices, barkers in the booths can announce the side shows. One may be a fat bearded lady. To get this effect, stuff pillows under the "freak's" clothing and paste cotton on her chin.

Another booth can be a photographer's studio where the guests look out through a comic cut-out and have their pictures "taken." This cut-out should be made 4 to 6 feet high, and it may be an old-fashioned long style bathing suit or a picture of a bow-legged cowboy. You can copy the drawing from a magazine picture. The drawing should then be tacked to a wooden support and a cut-out left for where the faces appear.

Pink lemonade can be served in another booth. Roulette wheel, darts, and bingo can be played in other booths, while gay, lively music can be played on a phonograph to heighten the carnival mood.

COUNTY FAIR

The best place to hold this kind of party is in a gym, barn, or large garage. Everyone wears jeans or overalls with straw farmer hats and red bandanas. Set up booths and give blue ribbons for the best dancers, the healthiest boy and girl, and the person with the most freckles.

Games such as pitching jar rings onto nails, guessing the number of beans in a bottle, a nail hammering contest, trying to hit a scarecrow with a rubber ball, and guessing a person's weight can all be played in the various booths. Decorations should suggest anything from the farm. Livestock signs, farm implements, corn shocks and wagon wheels will help the atmosphere. And if possible, plan a barn dance with a real dance caller. Songs such as "Red River Valley," and "Down on the Farm" can be sung by the group.

The County Fair can be converted to a Halloween party by using Halloween decorations (black cats, witches, owls, pumpkins, skeletons, etc.) and your original Halloween costume. You can play games such as bobbing for apples, the broomstick dance or any relays described in this book.

HOBO PARTY

This is primarily an old and odd clothes party. Use your own old clothes and be sure to make a few more rips and tears. Get a long stick with a bandana tied at the end. Keep your possessions inside the bandana. Select several games from the Parlor Games chapter for your program. If you are planning to hold the party out of doors, choose games from the Outdoor Games chapter.

Prizes are given for the most original hobo and the most true-to-life hobo. A dramatic skit can be performed on the life of hoboes. This includes where hoboes live, how they eat, and how they travel.



HALLOWE'EN PARTY

For a hilarious evening try a really spooky Halloween party. Tell all the guests to come in dungarees or outdoor sports costume. About the time you expect them to arrive, darken your entire house. Place a note above the doorbell, telling guests to knock three times on a certain basement window as this will be the only way they can enter. And assign two assistants to help your guests climb through the window.

Attach a rope to serve as a guide from the basement up the stairs to the living room. As guests arrive, they should be carefully assisted to the guide rope. Tell them in ghostlike tones to hold on and follow the rope slowly. All should be pitch-dark in the basement and on the stairs, except for grinning pumpkins, white skeletons painted on black paper, and white skeletons or black witch costumes worn by your helpers. Be sure your basement is clear of all obstructions.

You can have your helpers create an eerie atmosphere by making sounds to resemble the meowing of cats, the hooting of owls, and the cackling laughter of witches. The swishing sound of bats' wings can be made by rubbing two pieces of cloth together. And don't forget to have a ghost or two hanging around (all you need are sheets on clothes hangers).



After the spooky part of the Hallowe'en party, try some lively games and dancing.

By the time your guests have run the gauntlet through the basement and enter the living room upstairs, they'll be glad to see the light.

If you have no satisfactory basement, darken the entrance hall of your house or apartment and guide your guests through the darkened living room and dining room, perhaps to a bedroom. Then afterwards, you can hold your party in the living room.

Games full of activity are appropriate for Halloween, such as: bobbing for apples, swat, broomstick dance, charades and others. For a climax to the evening, try telling ghost stories in the dark.

ALICE IN WONDERLAND PARTY

If you and your friends have a favorite book or story in common, why not plan a party theme based on the subject. For example, if it's "Alice in Wonderland," you can use characters such as Alice, the Ugly Duchess, The Red Queen, The Mad Hatter, The March Hare, Tweedledum and Tweedledee, and dress up in costume.

Charades and skits can be planned around the story. If you use the Alice in Wonderland theme be sure to serve tea and jam (from the Mad Hatter's tea party). Many editions of the Alice in Wonderland book are illustrated, so look to them for help in designing your costume.

MARDI GRAS

For a costume ball, a masquerade or Mardi Gras is a wonderful theme. Decorations are made festive with confetti, colored balloons, crepe paper and streamers.

Costumes and masks are the features of this event. Novelty stores and costume agencies can supply you with many interesting costumes and masks. Floats can be made by hammering together two apple boxes and placing them on a child's wagon. The box can be wrapped around with colorful bunting and the female guests can sit inside or on top of the box, with the boys pulling the wagons. A grand march in floats with everyone joining in works out well. After two or three trips around the hall, prizes can be given for the most clever costume for boys and for girls and for the best-designed float.

Informal dramatics can be programmed later on, if the group is not too large. Skits can be devised using each masqueraded character. If there are 30 guests the group can be divided into five teams of six people each. Each team is given 10 or 15 minutes to plan a little story in one short scene using the costumed characters. A team can consist of unrelated characters such as Little Bo Peep, Captain Kidd, Napoleon, Tom Sawyer, the Queen of Sheba and a night club torch singer. Combining these dif-

terent characters usually makes the skit even more funny.

Dancing is the major activity, but if the group is interested in playing games select a few from the Parlor Games chapter of this book.

GAY NINETIES PARTY

For this party idea boys wear paper derby hats and handlebar mustaches; girls wear long flowery dresses. The group sings songs from the 1890's, and acts out novelty numbers such as "A Bicycle Built for Two" with a real tandem bike. The tandem and other bikes (preferably a high wheeler) will add to the party if you have space for them.

Home talent and skits can also include a barber shop quartet or singing waiters. Dramatic skits might include typical plays of the '90's, with the villain foreclosing the mortgage on the old homestead.

A variation of this idea is a party from the 1920's. Card tables, chairs, colored tablecloths, candlelight, a spotlight, and a microphone are all you need.

Songs from the '20's can be played, with a Charleston or Black Bottom contest as the feature event. If you can get a movie projector and screen, your program can also include old movies such as Charlie Chaplin comedies and old serials.

BROADWAY MUSICAL

A famous Broadway musical comedy such as "Guys and Dolls," "South Pacific," or some of the older or newer ones can be used for a party theme. Songs and decorations should be from the musical. In "South Pacific" the decorations would be tropical, with large drawings of palm trees, and islands in the distance. In "Guys and Dolls" the background could show the skyline of New York City.

Part of the story of the musical could be presented. Or else dramatic skits based on the party theme (South Seas or Broadway) can be performed. This party idea takes a lot of planning but if you have singing and dancing talent in your group it should be delightfully different.

NIGHT CLUB

This is a fairly simple theme. All you need to carry out the idea are a number of chairs and card tables, colored paper tablecloths, candles and a small spotlight.

Your dance floor should be in the center of the room. Use a candle on each table. The spotlight is focused on all performers from the group who can sing, dance or put on a comedy act.

If you are in a hall with a large group of people it is best to use a microphone. In any case, this adds to the night club flavor.

A TRIP AROUND THE WORLD

This party idea should be held in a large space. A hall or gym would be appropriate. Several booths, one for each country, must fit conveniently into the hall. Select several countries which the group wants to visit. Read up on each one so you get to know the country well. Then you will be better able to set up the show.

Each booth can serve food from a different country. Songs, costumes and posters will describe the country. Travel posters can be obtained at most travel agencies. Pin the posters on the booths.

Here are a few suggestions on food: Germany, sauerkraut; France, pastry; China, chop suey; Hawaii, pineapple; Sweden, smorgasbord; United States, apple pie.

You might be able to borrow a travel film on one of the countries. Songs and dances from each country will enrich your program. Costumes will add color and variety. For information on the various countries write to the United Nations Headquarters in New York City, in addition to visiting your local library.

3.

PARLOR GAMES

How would you like to learn some entertaining games? Here are some especially selected to put new life into any party. You will find them easy to play and lots of fun at home, school, camp or recreation center.

CHARADES

Charades, sometimes, known as "The Game," is one of the most entertaining and popular activities at any party. There are many variations to charades but all have one element in common—a performer acts out, without talking, a syllable, a word or an idea for others to guess.

WORD CHARADES

If you have less than six players in your group, you may want to play charades individually. Each player secretly decides upon a word to pantomime. The players rotate, each taking a turn. While one player performs, the others try to guess the word.

Team charades are played almost the same way. The group is divided into teams "A" and "B." Each player after consulting with the rest of his team writes a word on a slip of paper and deposits it in his team's box. A member of team "A" picks a charade slip from team "B's" box and acts it out for his team ("A") to guess. In this manner, team "B" knows the charade and enjoys watching it dramatized while team "A" attempts to guess it. The teams alternate.

The time limit for word charades should be no more than 5 minutes unless the group is inexperienced, in which case it should be longer. But agree on the time limit before beginning. If the group cannot guess the charade within the time limit, the performer gains one point. If teams are playing, then the team receives the point. You can make the game more competitive by keeping track of the minutes and seconds required by each team to guess each charade, and totaling them. The team with lowest time total wins.

In both individual and team play the player can enact the whole word or each syllable separately. First, the group must agree upon signals and a time limit for guessing. Generally the signals in word charades are (1) hold up as many fingers as there are syllables in the word, (2) next hold up one finger to indicate you are performing the first syllable, or two fingers to mean you are performing the



If you have six or more players you can have a fine time playing Team Charades.

second syllable, and so on. To indicate that players are on the right track in their guessing you should gesture in an affirmative manner, and vice versa.

Let us say the word “monotonous” is given to you to perform: 1) hold up four fingers to show the word has four syllables; 2) hold up one finger meaning you are enacting the first syllable; 3) go through the motion of mowing a lawn. When a player from your team guesses “mow” then you can proceed to the second syllable, by holding up two fingers. The second syllable can be dramatized by pretending to tie a “knot” near your shoe lace. (You may not touch any objects or use “props.”) With three fingers up you are ready for the third syllable. Pretending to sit down “on” a chair should make this one clear. The fourth syllable can be performed by pointing to everyone to illustrate “us.” And the completed word becomes “mow-knot-on-us” or monotonous. Sometimes you may have to skip a syllable and go back to it later if your team doesn’t catch it the first time. On the other hand, they may guess the word correctly even before you have finished acting it out!

CHARADES OF MORE THAN ONE WORD

Played on the same principle as word charades, this type includes slogans, quotations, song and book titles and proverbs. Either individuals or teams can play. First, the group must decide whether it wants to play a relatively simple game, using just song titles or quotations, for instance, or all the subjects in general at the same time. If you start with song charades, later you can announce a change to another type or to the general game.

More signals than in word charades have to be set up and agreed upon by the group. When a player comes to a small word in the title he can hold up his forefinger and thumb one inch apart. This signifies a conjunction, article or preposition such as "and," "the," "over," etc. Also the time limit for phrase charades should be longer than for the one-word type: perhaps 5 to 10 minutes depending upon the experience of the group. If a team guesses the phrase it gets a point, and if it cannot guess correctly within the time limit, the performer gains one point. Or you can tabulate the time as for word charades.

For example, the book title "This Side of Paradise" may be performed: 1) Hold up four fingers meaning there are four words in the title; 2) hold up one finger announcing the first word; 3) then hold your thumb and forefinger an inch apart mean-

ing it is a small word ("this"); 4) when that is guessed, hold up two fingers for the second word; 5) hold up one finger meaning one syllable and begin to dramatize "side" by pointing to the side of your body or the side of an object; 6) after that is guessed, three fingers go up and everyone knows your third word is coming; 7) again hold up your thumb and forefinger one inch apart, signifying a small word; 8) when "of" is guessed you get ready to act out the last word, by holding up four fingers; 9) three fingers denote three syllables for "Paradise;" 10) hold up one finger to announce the first syllable and show that you have two objects in mind ("pair"); 11) the "a" in the middle can be shown as a short word; 12) then you might act "dice." As you see, it is not necessary to give the exact pronunciation of the word by your acting. If you come close to it, your team should be able to guess.

Think up your own book title, quotation, song or proverb. Here are a few to start you thinking: "A Tale of Two Cities," "Give me liberty or give me death," "Let Me Call You Sweetheart," "A stitch in time saves nine."

MUSICAL CHARADES

This is a team game, played by the whole team acting out the song as a complete scene without performing each syllable or word individually. When the song is guessed the performing team sings it. Almost any song lends itself well to performing. Verses can be acted out as scenes in themselves, or if the identity of the song is clear in one scene, then that is sufficient.

Here are a few songs to start off with: "On Top of Old Smoky," "The Blue Tail Fly," "On, Wisconsin," "The Whiffenpoof Song," "September Song," "Solitude," "Star Spangled Banner," and "America the Beautiful." If this form of charade proves too difficult it is fair to tell the group what kind of a song you are acting out, that is folk, jazz, popular, patriotic, show tune, spiritual or collegiate. Musical charades are good to develop a singing period in your program.

ART CHARADES

For this novel twist to charades, all you need are a pad of paper and a pencil for each of two or more teams, and one person to act as leader. The leader has a list prepared of ideas, proverbs, places, song and book titles, etc. He whispers an idea to one player of each team at the same time. Then each player runs back to his team and begins to draw on the pad as quickly as possible the idea that has been told him. The player who is drawing can't speak and can't write words, but must draw symbols or pictures.

If, for example, the idea to be drawn is "Broadway, New York City" one player may draw a skyscraper skyline, and another may prefer to draw a series of theatre marquees. The point is to get the idea across to your team first. One point is awarded for the team guessing the idea first. The final winner is determined after each player has had a chance to draw, and the team score is tallied.

INDIAN CHIEF

A fine spirited circle game, this one starts with a player being chosen as "It" and asked to leave the room. While he is out, another in the group is secretly chosen as the Chief. Upon returning, "It" hears clapping of hands. Then the group may stop clapping hands and begin stomping feet. Then it may change to another action, and so on. The object of the game is for "It" to try to find out which player in the group is responsible for changing the movements from clapping to stomping, etc.

The other players, in watching the Chief, must be very careful not to let "It" see who is changing the movements.

Almost anything goes in movements. The group can snap fingers, then go into setting-up exercises, then switch to kicking and sitting on the floor. The main thing is for "It" not to discover the Chief switching the action. When the Indian Chief is caught, he becomes "It."

MATCH BOX RELAY

For this active and comical relay, divide the group into two teams. Give one member of each team a wooden cover of a safety-match box.

The object of the game is to start with the match cover pinched over your nose, and to pass it to the nose of another member of your team—without using hands! The match box cover fits over your nose if you hold your head back.

If there are only a few players on each team, the match box can go progressively from the first to the last person, and then back again to the first nose.

If the box drops to the floor you may have two chances to pick it up with your nose. If you can't, then you can pick it up with your hands and place it on your nose.

DOWN YOU GO

This favorite has invaded the television screen and become very popular.

The leader places a number of dashes on a blackboard or large sheet of paper, one dash for each letter in the words that contestants will have to guess. For example, if the phrase is "ham and eggs," it would look like this _ _ _ _ _ _ _ _ _ .

The leader gives a hint or clue such as "This is generally eaten at breakfast." The players call off letters one at a time, which they think will fill the dashes and make up the words. If the letter called out is not contained in the words, the player who suggested that letter is eliminated—"Down you go."

You may not know what the words are, but if you call out letters that can be used in the spaces, you will soon be able to figure out the words. If there are two of the same letters such as the two "g's" in eggs, then each "g" must be called out separately. Here's a hint: call out the vowels first.

A score can be kept for correct letters to find out the winner among the players not eliminated.

RHYTHM

After everyone is seated in a circle, the players start to beat time. They get a rhythm by first slapping their hands on their knees, then clapping their hands together, and then slapping their knees again. They keep this up until, at the last beat, someone starts the game by calling out a word.

Let's make believe player "A" calls out the word "good." The group then go through the rhythm of clapping their knees, hands, then knees. Right after the last motion the player sitting next to "A" in the circle must call out a word beginning with the last letter of the previous word. In this case the player can call out "dog." Then the group goes through the three rhythm motions again and the next player may call out "gift." If he had called out "good," he would have one point against him because words cannot be repeated.

The rhythm must be kept up this way: Clap, clap, clap, word; clap, clap, clap, word; etc. The game goes very quickly because the rhythm is fast. Names of persons and places cannot be used. After a player misses three times, he is out of the game. A player can miss by giving the name of a person or place, or by not giving any word directly after the last beat of the rhythm.



*Rhythm is a lot of fun, and you'll stay in
the game longer if you can concentrate
and think fast.*

SENSES

The group should be divided into two teams. The purpose is to find, in a room, or several designated rooms, as many objects as possible, each fitting into one of the following classifications: (1) color, (2) shape, (3) sound, and (4) objects spelled with one particular initial letter. An entire team can write down the objects on one list, or a separate list can be kept by each player. For example: Under "Color" you might be able to find a *red* book; *blue* and *brown* picture; *gray* drapes, etc.

Under "Shape" the bookcase would be *rectangular*, a bottle, *spherical* and a lamp, *circular*. Under "Sound" water *dripping*, people *talking*, car motor *humming* or *honking* of horns, train *whistling*, etc. Under "objects beginning with a letter," if it were C, chairs, carpets, curtains, candy, etc.

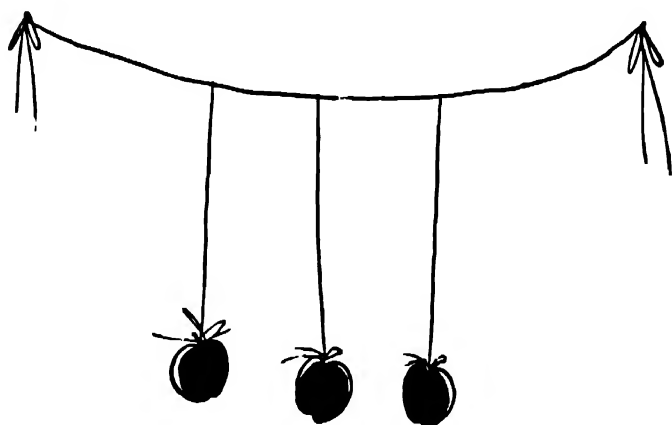
Everyone on the team may collect the "sense" objects, or you may want to divide up and have one player take each sense. After 10 or 15 minutes, or any stated time, each team will show the number it has collected under each category. The largest total wins. This is a game that will awaken your senses.

TOUCH AND TELL

This is another one of the "sense" (of touch) games which has been handed down to us from the past.

Several articles of different shapes and sizes are placed in a basket. Players are blindfolded, and the purpose is to identify the items felt. Someone records what each player says he is touching and a score is kept, with one point given for each object named correctly.

Some good objects might be: potato grater, potato, orange, tomato, match stick, tooth picks, table-spoon, teaspoon, a tree leaf, seeds, a piece of fur, wires, a ping-pong ball, a nail, a handful of rice, seashells and a pencil.

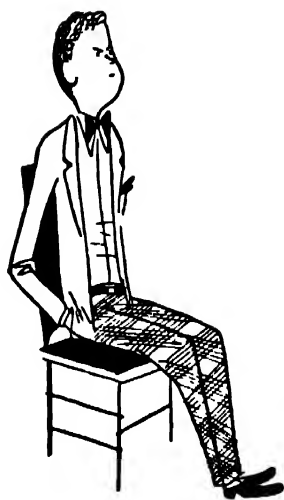


LEMON RELAY

Everyone will be amused by this skillful relay game. The object is to push a lemon with a pencil to a goal.

Divide the group into two teams. At a signal the first person in each team pushes the lemon to a wall or a marked line, then turns and directs the lemon back to the next teammate. The next player does the same thing and so on until each member of the team has rolled the lemon to the wall. The first team to finish wins.

Of course, the difficulty is in guiding the twisting, turning lemon. Many will make a mistake by pushing too fast, and this generally turns the lemon the wrong way. A wide, clear space is best — move all furniture away.



MAKE ME LAUGH

This is a simple circle game. One player volunteers to be "It" and comes to the center of the circle. He then tries to make the others laugh by pantomime, by saying funny things, or by doing anything except touching and tickling the players. He may "work" on one or more people depending upon how skillful he is. He makes funny faces, sticks out his tongue, wiggles his ears, stares at the players, makes idiotic sounds, does a comical dance, sings a silly song, and pokes fun at the players. Anything goes. As players laugh or smile, they join those inside the circle and attempt to make the remaining ones laugh.

The game will end when only one player is left outside of the circle.

IN THE MANNER OF THE ADVERB

Here is a parlor game, an all-time favorite that requires simple acting.

"It" is chosen and leaves the room while the others secretly choose an adverb, such as "slowly."

"It" returns, and to help him guess the adverb, he asks a player to do some particular act in the manner of the adverb. For example he may say, "Eat in the manner of the adverb." Then the player who is so instructed must pantomime eating slowly. If "It" doesn't guess the adverb, he asks the next person to do some other act in the manner of the adverb.

Each one around the circle can be asked to do something until the person who is "It" guesses the adverb. If he can't guess, he stays "It." If he names a synonym—in this case "leisurely" for "slowly"—it is acceptable. When "It" guesses the adverb, the player who last performed becomes "It" and has a chance to guess another adverb.

JACOB AND RACHEL

This is a circle game enjoyed particularly by "co-ed" groups. Jacob and Rachel are selected and walk to the center of the circle. Jacob is blindfolded. Everyone holds hands around the circle, stretched out to arm length. Whenever Jacob calls his name (Jacob), Rachel responds with her name (Rachel). And then Jacob attempts to capture her by touching her with both hands. Neither person is permitted to leave the circle. When Rachel is caught she becomes Jacob and another Rachel is selected.

SCRAMBLED ANATOMY

This is a short-span interest game, but it packs a wallop of fun.

"It" goes up to a person in a seated circle, touches his own ear (for example) and says, "This is my nose." The player "It" speaks to, then must answer with the reverse "This is my ear," while touching his nose. "It" counts up to five during this time. If the player does not make the correct statement within that time, then he is "It." The new "It" may say "This is my throat" and touch his shoulder, and the answer should be "This is my shoulder" as the player touches his throat.

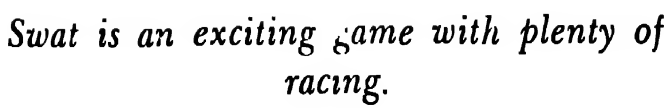
This continues until you run out of anatomy.

SWAT

One of the most athletic circle games, Swat can be fun for small or large groups. A newspaper is rolled and tied up tightly so it is 20 or more inches long. The paper is placed on a chair, stool or inverted waste basket and the players make a circle around it.

"It" picks up the paper and walks around the outside of the circle in back of the players. After touching one of the players ("A") with the roll, "It" races once completely around the circle, dashes through "A's" vacant place and into the center of the circle with "A" running after him. "It" places the roll on the stool and runs back to gain "A's" original position in the circle. "A" picks up the roll from the stool and tries to swat "It" before he gets into "A's" original place. If he succeeds, "It" is still "It." Otherwise "A" becomes "It."

If the roll of paper falls off the stool the last person touching it must replace the roll before the game can continue.



ALPHABET RACE

This game can be played by as many as 30 to 50 people. Divide the group into two teams. Each teammate carries a letter of the alphabet which is crayoned on the back of a paper plate or a 5" x 8" card. Each team has the same letters, one team in one color, the other team another color.

The teams face each other on opposite sides of the room. The leader calls out a word such as "CAMP." The players on each team carrying the letters C-A-M-P rush to the end of the hall opposite the leader and form the word. The team spelling the word first wins.

The list of words must be planned ahead of time so that each letter given out is used and all players are part of the game. Also you should be sure that words are not planned for which letters are not given out. For example, if the word "ZEBRA" is called, make sure you have a "Z."

For a novel method of playing, the words called off can be at the end of a sentence. For instance: "Everyone has a good time at CAMP." When the teams hear "CAMP" they rush to form words.

For each word formed first, a team gets one point and after the list is called off the score is totalled.

HOW DO YOU LIKE YOUR NEIGHBOR?

There is a lot of spontaneous action in this game. A seated circle is first formed (or you can leave the chairs and couches where they are), and everyone numbers off. Each person must remember his number. "It" stands in the center of the circle and asks any *one* person playing: "How do you like your neighbor?"

The player questioned can make either of two answers. If he says "Very well" everyone immediately changes seats while "It" attempts to find a seat for himself. If "It" succeeds in getting seated, the player then left without a chair becomes "It."

If the player chooses the second answer, he can say: "I don't like my neighbor." In this case, "It" then asks: "Whom would you rather have?" The player can answer Number — and Number — . These two players must then immediately change seats with the players sitting on either side of the player answering the questions. "It" tries to get one of the four seats left vacant while the players are switching, and the player left without a seat becomes "It."

Just a word of warning: be sure the chairs are sturdy.

MAGIC MUSIC

In this favorite game, one player leaves the room while the others decide on some simple task or activity for the player to do upon his return. Perhaps the task is for him to pull the window shade. But he isn't told what this task is, and he has to guess it.

The group sings or hums a song, and claps its hands as the player comes closer to the object he has to use. Then as he approaches the object (the window in the above case) the singing and clapping gets louder. As he goes away from it the singing becomes softer.

If the player who is "It" has difficulty in guessing, other players can perform little hints to help him. They can pretend to pull the window shade. There can be other similar movements to add to the hilarity and spirit of the game.

SALTY WHISTLE

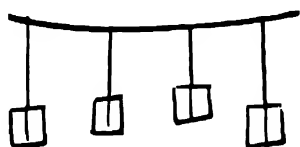
Successful at birthday and Hallowe'en parties, this game is played by tying two saltines on strings which hang from a hanger or door. Two players with hands behind their backs eat the crackers, and then attempt to whistle a song. Whoever whistles first is the winner. If you can't imagine what happens next, be sure to play this at your next party. If the group is large, four or five saltines and strings can be used at the same time with the players competing to see who can whistle first.

NAME SIX

Here's a quiet mixer game. A small object, such as a ball, is passed around a circle of seated players while the piano or phonograph is playing. The leader stops the music suddenly and calls out a letter of the alphabet. Whoever has the ball at that moment must answer with six nouns beginning with the letter that was called. He must do this before the ball is passed completely around the circle again. If the holder of the ball fails to name six nouns in time he is eliminated from the game. This goes on until all but one player are eliminated.

If there is no music available, one person closes his eyes, calls "stop" as the ball is being passed, then calls out the letter.

The person holding the ball when "stop" is called is the one who calls "stop" the next time. If the group is small to start with, reduce the number of nouns to four.



ART GALLERY

This is a game in which everyone has a chance to draw one picture together. No one will see it until it is all completed!

First, find a sheet about 11 x 14 inches. With a pencil, the first player draws in a corner of the sheet on a small area—no more than a few inches—abstract lines or a realistic figure. He then folds his drawing, leaving only a small bit showing for the next person. The second player adds to the drawing, folds the paper, and so on. When the last player finishes, the drawing is opened and the cooperative work of art is viewed for the first time! This game has novelty, suspense and often very interesting results.

Be sure your paper is large enough for everyone. If there are too many people, you can have several "Art Galleries" going on at the same time, and the groups can compare efforts.

LIKES AND DISLIKES

Played with no more than twelve people, this is a game only for friends who know each other fairly well. Everyone is given a sheet of paper and pencil, and is asked to list his or her five *likes* and five *dislikes*, and sign his name. Likes and dislikes can include: woman's hats, crew-cut hair, television, convertible cars, olives, homework, eye-glasses, blind dates—anything the players like or dislike except people.

After each player makes his list, these are collected and read off by one person who withholds the writer's name. Then each player indicates who he believes wrote a particular set of likes and dislikes. It is fun to see if you really know your friends' tastes.

PASS THE ORANGE

Two or more teams of equal number are formed. The player at the head of each team has an orange which he holds under his chin. The second person on each team has to grab the orange with his neck and chin. Hands cannot be used. The movements and gestures the players go through in order to pass the orange become very comical.

The first team to pass the orange to the last player in line wins. If there are just a few members on each team, the orange can be passed back in reverse order from last man to first before the game is over. If the orange drops to the floor the player cannot use his hands to pick it up, but must pick it up with his neck and chin.

This is lots of fun for a big "co-ed" group.



*You'll go through some interesting
contortions when you play
Pass the Orange.*

TABOO

This game depends a lot on the skill of the leader. Players sit in a circle and the leader attempts to make each person say "black," "white," "yes," or "no." If anyone says one of these words, he is eliminated.

The leader strikes a casual tone. He asks a player, "What is the opposite of white?" The player must answer quickly. He can say anything he wants, nonsensical or otherwise, but if he answers "black"—or any taboo word—it's curtains. The leader can go on to another, agreeing with a female player—"You're a girl, aren't you?" If she answers "yes" (or "no") she is out.

With a fast-moving, fast-questioning leader, this game can be exciting and hilarious. With difficult-to-eliminate players, the leader can weave a little story leading up to a "Yes-No-Black-White" answer.

MAGNETISM

A relay game which will produce many laughs is Magnetism. Divide the group into two or more teams depending on the number of people present. Each player is given a straw. The lead person on each team is also given a small piece of Kleenex or other cleansing paper tissue. By drawing in his breath, the leader can hold the tissue on the end of the straw and pass it on to the next teammate. The idea is to pass the tissue to each member of the team. If the paper falls on the floor, it must be picked up the same way, by drawing breath through the straw, and then passed to the next player.

The team which finishes first wins. If there are only a few people playing, then the paper can be passed back in reverse order.

PHOTOGRAPHER

In this partnership game, players "A" and "B" are in cahoots. "A" leaves the room while the group decides on a person present ("C") whom "A" will attempt to guess. When "A" returns, he looks at his partner "B," who adopts a noticeable pose or characteristic of "C."

For instance, if "C" crosses one leg and has his arms folded, "B" does the same. "A" observes this and guesses "C" is the one the group selected.

TELEPATHY

Like other partnership games, there is a prior arrangement between two players "A" and "B." "A" leaves the room while the group decides on some object for "A" to guess "yes" or "no" to.

Let's assume they choose the rug as the object. On returning to the room, "A" is asked by "B" (one at a time) if the object selected was a lamp, picture or a table. "A" answers "no" to all of these objects. Then "B" asks "Was it the rug," and "A" answers "yes." It seems like telepathy.

"A" was able to guess right because he knew the key to the game. The object following the one with legs was the correct answer. In this case "B" mentioned "table." Therefore "A" knew that the next object called would be the correct one.

If no one guesses how it's done, the partners secretly tell the trick to another pair, and they try it.

BOW WOW

Here is a quiet-type circle game. The player who is "It" is blindfolded and sits in the middle of the circle with a bean bag or other similar object close to him. One of the players volunteers to capture the bag. The purpose is to do this without being heard by "It," who is the master.

As soon as the master hears a sound he points in what he thinks is the direction of the sound and says, "Bow Wow." If he points at the person trying to get the bag, "It" is still master. If the bean bag is obtained by a player without his being pointed at, he becomes the winner and the new master.

LAST COUPLE STOOP

Partners, girl and boy, are chosen for this popular game. Then the players form a circle, boys on the inside, girls on the outside. Make sure everyone knows his partner. Members of the same sex can play this game the same way — with partners.

Music begins (piano or phonograph). The outer circle walks clockwise, the inner circle counterclockwise.

When the music stops, partners run for each other. They grab each other's hands, and stoop down. The last couple to stoop is eliminated and assists in helping to spot the next "last couple to stoop." The music should not be played for too long a time.

4.

MENTAL GAMES

These games stimulate thought. For many people they are challenging. Sometimes they are called intellectual, word or quiet games. However, don't let them scare you. You don't have to be a mental wizard to play. You should find them all quite enjoyable.

SPINNING A YARN

Anyone who enjoys telling a story in a new way will like this game. Before the guests arrive, unroll a ball of yarn and cut it into different lengths from 3 to 5 feet. Roll the ball up again, but leave it easy to unwind. Have at least one piece for each guest.

To start the game, hand the ball of yarn to the first player. He must begin telling a story and as he tells it he unwinds the yarn. When he has unravelled his piece of yarn to the end, he stops, and hands the ball to the next player. This player must continue the story, starting with the beginning of

another piece of yarn. When he comes to the end of his yarn, he passes the ball to the next player, and so on.

The story continues until there are no pieces of yarn left. To start you off here are a few suggested beginnings:

*I was all prepared to spend a quiet evening at home when suddenly the phone rang. It was my best girl friend who said "I would like you to meet Bill who just came to town . . .

*We didn't know how we would spend this summer. Jimmy came over and we talked. He said, "Four of us have bikes, why don't we go on a bike tour to . . . ?"

*It was my last chemistry class of the year. I cleaned up my lab as usual, and put away the test tubes and flasks. Just before closing the lab door I noticed the strangest looking substance in the corner . . .

*I was the last person to leave the Museum of Natural History. I thought the guard saw me, anyway all the lights went out and . . .

*Three of us boys decided we would like to go dancing . . .

*There were men on first and second bases. Joe, who is usually a good hitter, was next up at bat. The score was tied at the beginning of the seventh inning. This was the game to decide the city high school championship

HINK PINK

This game can be played almost anywhere. You can even play it while you are walking with your friends. Each person is given a turn. One starts by saying, "I have a hink pink." Then you know that the words to guess will have one syllable each. The player must also give a description of his "hink pink." For example, he may say "My hink pink is a fat fish." The answer (which must rhyme) be "stout trout."

For "smart boys," the hink pink would be "wise guys," and perhaps for a "thoughtful animal" it would be "stout trout."

But if the words are to have more than one syllable apiece, the person giving the words says he has a "hinky pinky," indicating that he's thinking of two-syllable words, or "hinketty pinketty" if the words have three syllables, and so on. For example, a "hinky pinky meaning a skinny animal" would be "bony pony."

Sometimes two answers are possible and either solution can be judged acceptable. Sometimes, however, you may want to insist that the players guess the exact hink pink intended. Either form is all right, but decide how you will play before you begin.

The way Hink Pink is played no one wins or loses, but everyone has fun.

BOTTICELLI

Sometimes this game is called "Culture" or "Who Am I?" It is an old favorite and almost always successful.

A player starts off by choosing any letter and saying, for example, "I am a person whose name begins with a 'C'." Let us assume he is thinking of "Hopalong Cassidy." The other players take turns asking questions about "C's" work, such as "Are you a musician?" The answer should be: "No, I am not Chopin." Another question may be: "Are you a famous statesman?" The answer: "No, I am not Churchill."

Each answer must always name a person who has the same profession and initial as the question implies. Now, sometimes the player who is "It" cannot answer with a name of a musician, when asked. In that case, the player who questioned him has the privilege of asking another question, a direct one that will give everyone more information as to the mystery name. The question may be "Are you living?" or it may be "Are you an American?" or anything that can be answered "yes" or "no" by "It" who must answer truthfully.

The game goes on until someone guesses that "C" is "Cassidy." Then the person who guessed becomes "It" and the game rolls merrily along with another mystery name.

HIGHBROW PROVERBS

Divide the players into teams of four or five. One leader gives each team a list of different proverbs to be rephrased into highbrow language. For example, "Absence makes the heart grow fonder" would be rephrased something like this: "A lack of appearance can cause a muscle of the circulatory system to pump with greater affection." You would make "A stitch in time saves nine" into "A simple movement with a steel object may eliminate as many as the digit before ten."

After the team rephrases its list in secret, the group gets together and one rephrased proverb at a time is given by each team to the other to solve. It's sometimes quite difficult to guess the original proverb, so start with the easy ones.

You don't have to use only proverbs. You can try lines from poetry or even ads and slogans. But when you do, it's only fair to let the other team know it.

Time in solving can be kept and totalled for each team. The fastest-guessing team wins.

TILLIE WILLIAMS

This game is tricky and different from most others. Here a player (or preferably two) starts talking about Tillie Williams. As the others catch on, they add to it. You can tell if the others are on to the scheme by the way they talk about Tillie Williams. This is how it goes:

“A” says: Tillie Williams is silly, but not strange.

She loves coffee, but hates tea.

She loves rubbers, but not galoshes.

She likes Lorraine, but hates Hilda.

She loves the Mississippi, but hates the Ohio.

She loves Tennessee, but hates Kentucky.

“A” goes on telling things about Tillie. Then someone may say “She likes carrots, but hates peas.”

“That’s right,” player “A” announces. Then the player who has caught on helps “A” along.

Have you caught on to the game?

You will find that Tillie Williams likes only those things that are spelled with double letters, as coffee, rubbers, etc. It is easier to catch on when the words are written out. Play the game orally—it’s more fun. After a while more and more players catch on and help to describe Tillie. The things that Tillie likes and hates become very funny as the game progresses.

YOU'RE IN

In this intellectual game, a player starts by giving a brief biography of some famous man or woman, telling it in the first person. For example: "I know I'm a great wit. Everything I've done that's made me famous is evidence of it. I used to have red hair and I associate with people of the theatre."

The present tense is always used, even in telling of someone dead. The biographer must be skillful enough to tell facts and at the same time keep the group from guessing the name of the person in the biography. First person is used for both men and women, regardless of the sex of the player telling the story.

Now, as soon as a listener thinks he knows the name of the person, he asks a question concerning this person. His question must be a guarded one because he doesn't want to disclose the identity to the rest of the group. If, by the question asked, the biographer feels the questioner knows who he is supposed to represent, he answers "You're In." For example:

Player: "Did you ever have a spouse?" (It's wise to use "spouse" instead of "husband" or "wife" so the group won't know the sex of the person right off.)

Biographer: "Yes."

Player: "Did you ever have dealings with Cleopatra?"

Biographer "You're in." (The biographer assumes the player knows he—the biographer—has been representing George Bernard Shaw because Shaw wrote the play "Caesar and Cleopatra.")

If the biographer is sure the player is not hinting at the right person, he says "No, you're not in." The biographer continues telling his story, bit by bit, and answering questions. As the game proceeds, the additional clues make it easier. The players "not in" continue asking questions until all or almost all of them are "in." Then the person who first guessed correctly becomes the biographer for the next round.



MUSIC DETECTIVE

This game is good for those who know lots of songs, and are interested in music.

Divide the players into teams. Then put a phonograph record on to play without telling the players the name of the record. You can start the record any place, in the middle, at the end, near the beginning, at the beginning, etc. Just play it for one half minute. Then give the teams a minute to get together and decide on the name and write it down. Then go on to the next record.

Keep a list of the records you are playing so you'll be able to read off the right names later. Caution your teams not to whisper too loudly or the other teams may hear the name. Of course, the team with the highest number of correct names wins.

Music Detective can also be played without teams. Each player keeps his own list and the one with the most correct answers is the winner.

GUESS THE AUTHORS

The host or hostess prepares in advance for this game by consulting a book and making up a list of famous sayings and their authors. The game begins by dividing the players into two teams; the host reads the familiar quotations out loud, but not the author's name. The teams must guess the author, and the team which guesses the correct answer first gets one point. You can play with a team getting only one or two guesses, or unlimited guesses.

Be sure your quotations are not too hard for your guests, because then it isn't fun any more. Choose quotations like:

"Friends, Romans, countrymen, lend me your ears."
—*Shakespeare*

"Why don't you speak for yourself, John?"
—*Priscilla to John Alden*

"How do you like to go up in a swing?"
—*Stevenson*

"Water, water, everywhere, nor any drop to drink."
—*Coleridge*

"The British are coming."
—*Paul Revere*

Sometimes, if there is a person in your crowd who has a favorite exclamation, such as "Natch!" or "Oh! my aching back" it's fun to insert it among the famous sayings and everyone will have a laugh.

GUGGENHEIM

	<i>Animal</i>	<i>City</i>	<i>Flower</i>	<i>Food</i>
H	Hamster	Hartford	Honeysuckle	Ham
O	Ostrich	Oklahoma City	Orchid	Orange
S	Steer	Seattle	Sweet Pea	Sausage
P	Pig	Pittsburgh	Petunia	Pork
I	Iguana	Indianapolis	Irish	Ice Cream
T	Tiger	Toledo	Tulip	Tongue
A	Alligator	Annapolis	Apple blossom	Apricot
L	Leopard	Louisville	Lily	Lentil

Words with letters repeated twice or more make
Guggenheim even more fun.

GUGGENHEIM

Guggenheim is a pencil and paper game. Have large sheets of white typewriter paper and pencils for your guests. Then have them make a blank chart similar to the one on the opposite page.

In the diagram, notice that the word "Hospital" has been printed vertically in the left-hand column, and in the spaces across the top are the headings for various subjects: "Animal, City, Flower, Food." You can use any subjects you want, and also any word you prefer in the left-hand column. You can vary the number of boxes in either direction.

Call out the word for the left hand vertical column and the subjects across the top. After your guests have written them in, they are ready to play.

Players must fill in all the squares. Using the letter on the left side, work across. Try to find words for the different subjects that begin with the left-hand letter. Look at the chart. It will help you.

After all the players feel they have done the best they can, players take turns calling out the words they've used for each subject.

Figure out the score this way: If fifteen players are present, and a player wrote a word no one else used, he gets fifteen points. If five players got the same word, they each get three points. If all players used the same word they get only one point each. The player with the highest number of points wins.

TEAKETTLE.

For this game you will have to brush up on words that sound alike but have different meanings, such as "write" and "right," or "bear" and "bare."

One player leaves the room and the rest decide on a double-meaning word. When the player returns everyone has a chance to use a sentence with the chosen word. But instead of saying that particular word, you substitute "teakettle." Sentences using the word "write" or "right" will go like this:

"I will teakettle a letter with my teakettle hand."

"This is the teakettle way to play this game."

"I insist on my teakettle to teakettle to her."

The player guessing can have only one chance if there are twenty players or more. Otherwise, he can have two or more guesses. But limit him to about five guesses, so someone else soon will have a chance to guess.

5.

AUTO GAMES

Have you ever taken a long auto trip? At first, you probably found everything along the way very interesting. But then after a while, perhaps the houses and farms and towns began to look alike. Maybe you became bored watching them, and wanted instead to play games to pass the time. Well, here are some good games to play while travelling by auto. Some of them can also be played while you are on a bus, train, boat or plane.

In most of these games, the adults will want to join in.

LANDMARK ADDITION

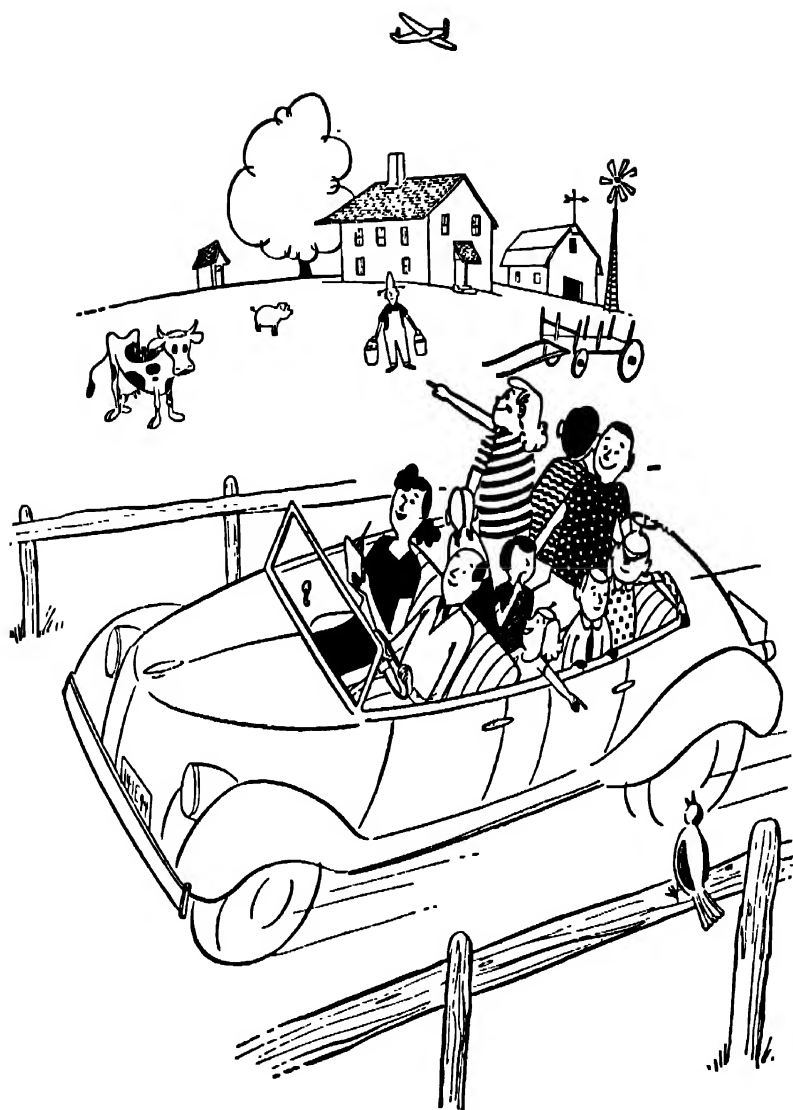
Here's a game young people are especially fond of. First, set up a scale of points for landmarks or objects you pass on the way. You can make a list such as the following:

Horses	1	Farmer in Field ...	2
Cows	1	Cyclist	2
Red Light	1	Lake	3
Black Cat	6	Stream	4
Weather Vane	4	Deer	6
Lightning Rod	3	Railroad Semaphore .	1
Freight Train	2	Chicken	4
Red Barn	2	Sheep	2

Naturally those objects that occur less often get higher points. A wild animal dashing across the road should get a higher number of points than a cow grazing in the pasture. It also depends on the area you are in. In Cape Cod, where there are many fishermen, you would receive fewer points for spotting a fisherman than you would in Kansas.

If you see several cows in one pasture, only one point is given for all of them. But if you see cows on another farm you receive one more point for the entire herd. The same principle applies to other groups of animals or anything else.

The player who gets the highest score in a 35-mile stretch wins. Include different landmarks and objects on your list.



*You'll really enjoy watching the scenery
when you play Landmark Addition.*

NOW

How good are you at guessing distances? It's harder than you think, but in this game you can see how close your estimate is to the real distance.

Each player has a chance to select an object that he sees far ahead in the distance. He names the object. He may say, for example, "I see an old white mansion up ahead." Then he closes his eyes. When he thinks the car is just opposite the object named (in this case the white mansion) he calls out "NOW!" Then he opens his eyes to see how close he came. The other players also try judging the distance, by closing and opening their eyes.

The player with the most nearly accurate estimates wins.

HOW MANY PEOPLE?

In this travel game, the object is to see how closely you can guess the population of the town, village, or city you are coming to. The player who is closest to the right number wins. Check the population by looking at your road map.

BUZZ

Buzz is a good game for a large group to play while waiting or riding.

If you are playing "buzz" with the number three, the first player starts out by counting "one." The second player says "two," and the third player says "buzz" instead of three. The fourth player says "four" and the counting goes around and around the group with players saying "buzz" wherever there is a number three or the multiple of three. That is, any number in the table of three, or any number containing three, like 13.

If a player says the number instead of "buzz" or if he says "buzz" for the wrong number, he is out, and the game goes on without him. When you count in the thirties you say, "buzz-one, buzz-two, buzz-buzz, buzz-four, buzz-five, buzz-buzz," etc.

The game can also be played with another number and its multiples. More skilled players can make the game harder by using the words "buzz" for three, "rags" for five, and "bones" for seven. This makes the game very lively, and when you get up in the higher numbers such as the fifties it will sound like this: "buzz" (for 51) "rags-two," "rags-buzz," "buzz," "rags-rags," "bones," "rags-bones," or "buzz," etc. You really will have to brush up on your multiplication tables!

ALPHABET BILLBOARDS

Two players or two teams can play this game, as you travel along the highway. Look for words on the billboards and posters you pass, and write them down. The first word you write down must contain the letter "A", the second word the letter "B", the third word "C", and so on. The words you list must be in alphabetical order. You cannot list a word containing the letter "C" until you have found one with the letter "B". For example, a billboard may have the word "ask" in it so you write it down and draw a circle around the "A". Then you may be lucky enough to find the word "liberty". Write it down and draw a circle around the "B" in that one.

The first player to finish the whole alphabet wins. If the same word has two or three letters that follow each other, such as the "A" and "B" in "about", or the "D" and "E" in "dear", you can use that word and encircle the right letters. You may be a long time in finding the final "Z"!

MY TRIP

In this game the first player starts out by saying he's taking a trip to a certain place.

For example, he may say: "I'm taking a trip to Alaska. What will I do there?" The second player must then answer using a verb and noun beginning with the same letter as the name of the place. In this case, an answer could be "I will address advertisements." Then the second player continues by saying "I'm taking a trip to Belgium. What will I do there?" The third player may answer with "bake biscuits." Then the third player goes to Canada, etc.

The game can be played by following the letters of the alphabet, through "Z." But, of course, some of the letters will be rather difficult to begin words with.

If a player misses a question three different times, he is out. The last player remaining in the game wins.

EVEN AND ODD

This game is played in a car with either two players or two teams. One side counts the license plates that end in even numbers. The other side counts the odd-numbered plates. Cars that you pass in your lane or in the opposite lane should be counted, but you can't count parked cars or the same car twice. Out-of-state license plates count two points. All others count only one. But remember, that out-of-state means only out of the state you happen to be in at that time. If you are traveling in Connecticut while playing this game, the Connecticut license plates get only one point. But as soon as you leave Connecticut and are in New York, then Connecticut becomes out of state and scores two points. You have to watch your state lines. The side that first gets a score of 50 points wins.

FIRST LETTERS

This is a good game for sharpening your powers of observation. Take the initial of your first name and collect a list of as many objects as you can observe that begin with your initial. If your name is Steve, look for things beginning with "S". You will find sheep, signs, signals, switches, etc. George does the same with "G". Alice does the same with "A". Zelda can use her last name initial.

There is a time limit of thirty minutes to make the list of things you see out of the window.

HIDDEN WORDS

This game can be played by just writing down the names of things found in an auto. Then find how many other words are hidden in these words. For example, a word like "driver," contains "river," "red," "ire," "dive," "drier," "rid," and "ride." "Wheel" contains "heel," "he," "we," "lee," "eel," "el," "hew," etc.

Long words such as "carburetor," "radiator," "exhaust," and "ignition," will naturally contain more words. So start out with the long names. The player who writes down the longest list, within a certain period of time, wins. Adults playing this game can give the teen-agers a head start.

ASSOCIATION

In this game no one wins, but it can be entertaining and very revealing. One player starts by saying a word, addressing it to any other player, who must respond spontaneously with the first word that comes to his lips. He addresses it to a third player who must do likewise. It becomes very funny sometimes because the players get so excited they can't think of another word. Sometimes they just make silly sounds, or utter nonsense words.

For instance, in one game a player began with "book." Then the list of words that were quickly said by other players were, "girl," "good," "drink," "kipps," "candy," "munchy," "window," etc.

NEIGHBORS

This game will be a whiz for those who know their geography. One person starts the game by mentioning a state on his road map and the other players try to name the states that border on it. For example, the person who is "It" holds the map and says "I am Ohio. Who are my neighbors?" Then the players start naming states and the one who gets the largest number of neighboring states correct becomes "It." He then gets the map and selects another state. If there is a tie score, another state is given for the two tying contestants to figure out.

GHOSTS

The old favorite, Three-thirds of a Ghost, is always a good game to pass the time on a long trip. It's more fun if you have lots of players.

The first player starts by giving a letter. The second player must have a word in mind when he adds the second letter to it. For example, if the first letter was "T" and the second person adds "R," he may be thinking of "Travel." The third person adds "A" to it, and so on. The object is to keep from ending a word. If a player adds a letter that finishes a word, he becomes one-third of a ghost, even if the word is part of another word, such as "pen" in "penmanship."

If a player tries to refrain from ending a word by adding a letter that doesn't seem to belong, the next player can say "I challenge you." Then the player being challenged must tell what he had in mind. If there is no such word, or if he is misspelling the word, he becomes one-third of a ghost. Then the challenger starts a word. Each time a player misses he becomes another one-third of a ghost. When he becomes three-thirds of a ghost, he is out of the game. The last person left wins.

Good spellers may like to play a variation of this called "Double Ghosts," in which you can add on to the letters at either end. You might start with "YP" and add an "A" in front or "E" on the end, with the word "PLAYPEN" in mind.

TRAVEL TALKS

This favorite game is played with a map. Start with any point on the map and begin to tell a story. You can use towns, lakes, mountains, rivers, forests, historical spots, or other points on the auto route map to weave your story around. It can be a true story taken from history, or you can make one up. It can be funny or sad, or any kind of story you want to tell. But it must use places on the map.

Carry the story as far as you want, and stop. Then the next person continues from the spot you left off. Or the next player can select another part of the map and tell his own story.

It is fun to tell stories about the section in which you are travelling, or about to travel, and then compare your story with the way the area actually looks. For example, you may tell of fighting bandits in the mountains of central Illinois, and when you get there you find very flat land.

CLIMAX

Climax is like Travel Tales. In this game, too, you and the other players take turns telling a story, but your story doesn't have to tie in with the landscape. It can be any kind of story. When you come to an exciting part, stop, and let the next person continue until he reaches an exciting part. Then the third and fourth players continue. Keep this up as long as the story is interesting and you can think of ideas. The players have as many turns as they want. You'll soon find out who is the best story teller.

STATE CAPITALS AND PRODUCTS

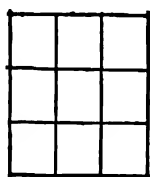
The object of this game is to be able to list (1) a state, (2) its capital, or (3) one product or industry the state is known for. For example, a player starts by saying "California," then he says Sacramento is the capital. If he doesn't know the capital he can still stay in the game by mentioning the movie industry, fruit growing, or the airplane industry for which the state of California is known. If he can't name the capital or products he is out.

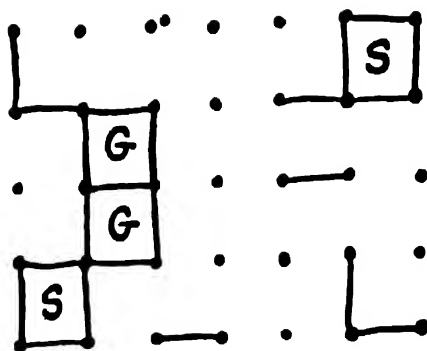
This game is always lots of fun because the players usually start with the states they know, and after a few rounds it gets harder and more exciting.

See the Appendix for checklist of state capitals.

MAGIC FIFTEEN

Magic fifteen is a written game especially for arithmetic wizards. Make a box with nine blank squares, as the one in the illustration. Then fill the spaces with numbers from one to nine. The object is to arrange the numbers so that they add up to 15 whether you add horizontally, vertically, or diagonally. No number can be used more than once. The first person to get it right wins. (See Appendix for solution).





DOTS AND DASHES

Here's a favorite game to play while driving over monotonous territory. It's a change from intellectual games and is especially enjoyed by youngsters.

Take a large sheet of paper and make as many rows of dots as you want. Then each player takes a turn and draws a line connecting one dot with the next in any direction (except diagonally) and in any part of the diagram.

Try to connect the dots so that they make little squares. The one to draw the line that finishes a square puts his initials in the closed square, and is entitled to draw an extra line. The player with the most squares wins.

TRAVEL GEOGRAPHY

Do you know American cities and states? Test yourself and others in this geography game.

The first player calls out the name of a state or city. For instance it may be "Texas." Then the person sitting next to him must name a state or city that begins with the last letter of the state or city mentioned. In the case of "Texas" it would begin with the letter "S." Let us assume he calls out "Santa Fe." Then the player sitting next to him must name a state or city beginning with "E."

Each player must think quickly because there is a time limit which is set by the group clapping hands ten times. If the player can't think of a name within this time, or if he names a place previously mentioned he is eliminated from the game. The last player remaining in the game is the winner.

The game can be expanded to include foreign cities, countries, continents, oceans, seas and so on, or just limited to American cities. But be sure to have some maps handy, because one of the players may mention a name that is strange to the group and he may be asked to prove the actual existence of this particular place.

6.

OUTDOOR

AND

PICNIC GAMES

Here are some active outdoor games that can also be played at picnics, in gyms and in recreation halls. If the weather is favorable, we recommend the wide open spaces.

Play these games in your backyard, too.

SUITCASE MYSTERY

This game is both funny and interesting.

Divide the group into several teams. Have a suitcase for each team. Put in the suitcase as many pieces of old clothes as you have players. For example, if there are five players on each team then each suitcase should contain five pieces of clothing. The suitcases are then placed 50 feet from the starting line.

Each team lines up, one player in back of the other. At a signal the first man of each team runs to the closed suitcase, opens it, takes out one piece of clothing, puts it on, closes the suitcase, then runs back to his team and tags the next man. Each player does the same until all have had a turn.

The game then continues in reverse. The first player runs to the suitcase, takes off his old piece of clothing, opens the suitcase, puts the clothes back, closes the case and runs back to his team to tag the next man and so on. When all the players have raced and returned their clothes the game is over. First to finish wins.

DODGE BALL

This very popular game has become a recognized sport in some parts of the country. Played with an official soccer or volley ball, the game can be enjoyed most by between 10 and 20 players. One way to play is to form a circle and count off. The odd-numbered players then form the outer circle — the even-numbered go inside the circle.

The outer circle players attempt to hit those inside with the ball, aiming below their waists only. Those who get hit immediately join the outside group. The ball can be passed around the circle before it is thrown at those inside. This confuses the insiders and makes them run in different directions. The last insider hit is the winner.

Another way to play is to select four or five players to form a chain inside the circle. Members of the chain grasp each other's waist. The other players form the outer circle and attempt to hit the last player of the chain with the ball. Once the end man is hit he goes to the outer circle and the player who hit him becomes the head man in the chain. The object of the game is for the head man to keep swinging his chain so that the end man is farthest away from the player about to throw the ball. Here too, passing the ball around the circle before it is thrown at the end man confuses the chain and makes the play exciting.

ICE CUBE SURPRISE

Organize two or more teams and line up each team with one player in back of the other. Give the last man of each team a table knife. Then give the first player of each team an ice cube, but don't tell him what you are giving him — let it be a surprise! This is part of the game.

The first player, without turning around, hands it back to the second player in line, the second to the third, and so on. The last man in the line takes the ice cube, places it on his knife, races to a line 25 feet behind him and then runs back. When he returns, he passes the ice cube and knife to the next player, and this player must run back and forth. Each player gets a chance to run while balancing the ice cube. If the cube drops, the runner must pick it up with his knife. The first team to finish wins. Be sure you start with big-size ice cubes and small teams if it is a hot day.

In announcing the game, say: "Your team will be given an object to pass through to each player. The last man must run to the 25-foot line in back of him with the object on his knife and return the object to the team." In this way, the ice cube will really be a surprise.



*There are plenty of laughs—and surprises—
in Ice Cube Surprise.*

CROWS AND CRANES

This game can be played on the playground, at picnics, or in a gym or hall. If it is played indoors, be sure that all furniture is cleared away.

Set up two equal teams — one the Crows, the other the Cranes.

The leader stands in the center and the teams line up at their own goal lines, which must be 30 feet from the center, and thus 60 feet apart. The teams face each other. The leader tells both teams to march forward slowly. As they get closer, the leader calls off one of the two command words, "Crows" or "Cranes." He does this by stressing the Cr-cr-r-r so that both sides will be in suspense, not knowing if Crows or Cranes will be called.

When one of the names is finally called, the team named turns around and runs for its goal. The other team chases and tries to touch as many players as possible. Those captured become members of the chasers.

For example, if Crows are called, then Cranes chase Crows to their goal. All Crows touched become members of the Cranes. Any area back of the goal lines is safe territory. The command names can become part of a sentence such as "Listen to the sound of the cr-cr-r-r-crunching cr-cr-r-r-crackers made by a large cr-cr-r-r-crazy Crow." This makes the game more thrilling. Also, the leader

can let the teams get very close together before naming either Crow or Crane.

When one team captures all of the other team the game is over.

ELBOW TAG

Divide the group into couples, except for two players ("A" and "B") who volunteer to be "It" and to chase each other. All the other couples get attached to their partners by linking elbows. All the players place their loose hands on their hips. Each couple takes a position 15 feet away from the next.

"A" starts chasing "B" around, weaving in and out between the couples. At any time, "B" may hook onto the loose elbow of any other player ("C") and then "C's" partner must release himself, as "A" will now chase him. If the chaser tags the chased before he gets attached, then the tables are turned and the chased becomes the chaser.

This game is fast and furious, especially if the chasers change often.

OBSTACLE RUN

This game is played with whatever supplies and obstacles you may have nearby. The idea is to get new and interesting obstacles for the players to run through, over or around. You might have several bushel baskets to step in, a rope for jumping and a barrel made of a cardboard carton to crawl through. You will need two of each obstacle if you play this as a team race. Use trees, houses, rocks, and all natural obstacles to run around.

If you have two teams, each gets its own obstacle course. At a signal, the first player from each team starts through the run. If you are using the obstacles we mentioned above, the players would first have to step into the bushel baskets and get out. Then they would high jump the rope or have to skip rope ten times. Next they would have to circle a tree and crawl through separate cardboard barrels. When the players have run around a house and back to the finish line (which was also the starting line), they tag the next man and he goes through the same course. First team to finish wins.

If individuals play (and not teams), each player can be timed to see who runs the course fastest.

In laying out the course, use as many different safe obstacles as you can find — the more the better. If you are near water, include a short swim between two points as one of the obstacles. A shallow creek with stones to cross also makes a good obstacle.

CENTIPEDE RACE

Play this on the grass or on gym mats. Form two or more teams, and have each player get down on his hands and knees, one in back of the other. Each player then grabs both ankles of the player in front of him, so that the teams become attached like centipedes.

The race is now ready to begin. At a starting signal the teams start out for a goal 30 feet away. Members of each "centipede" must remain attached throughout the race. You will have lots of fun trying to stay together without tumbling over while creeping along.

SCAVENGER HUNT

Divide the group into teams. Each team is given a list of objects to find and bring back with them. If the game is played near a forest and lake, the list could include a white pebble, a piece of tree bark, a maple leaf (if there are maples nearby), three different wildflowers, and so on.

The list for each team may be the same or different. Each player hunts for one object on the list, and the first team to come in with all the objects on its list wins the game. Scavenger Hunt can also be played without anyone winning — everyone is simply given an object to hunt for.

This game is popular at camp, and is most helpful when the group is learning nature study.



*There'll be laughs, spills and probably a
few creaking joints when you play
Mass Leap Frog.*

MASS LEAP FROG

An all-time favorite, this leap frog race is played with two or more teams of no more than eight players each.

At a starting signal, the leader of each team runs ten feet, stops and places his arms on his knees in a bent-over position. Then the second player of each team runs up, leap-frogs over him and takes a similar bent-over position six feet in front of the leader. Both stay bent over as the third player leap-frogs over both of them and takes his position six feet in front of the second player. No player can start from the starting line until the last previous leaper has taken his bent-over position. A player who tumbles in making a leap has to try again.

All players follow the same procedure, each crouching six feet from the last player he has leaped over. After everyone on a team has leaped, the leader gets up from his crouch and leap-frogs over his whole team. The first team to finish wins.

CLOTHES LINE-UP

This game is a wonderful outdoor icebreaker. Divide the group into teams. At a signal, all the players start taking off their outer clothing, such as shoes, socks, ties, neckerchiefs, belts, sweaters, hats and coats. As they strip, they place the articles of clothing on the grass in their team's line. Every garment must touch another. The object of the

game is to make the line as long as possible. The team that forms the longest line within 15 minutes wins. You can take more or less time, depending on the size of your group and the amount of clothing they have on that they can dispense with.

To make their line longer, players can also stretch themselves out on the grass, each one touching the other's head or foot.

NEWSPAPER STEP ON

All you need for this race are some pages of newspaper and a space 50 feet long and fairly wide. Divide your group into partners of two, and give each pair two pages of newspaper. As they line up at the starting line, warn the players to keep in their lanes.

At a starting signal, one player ("A") puts one page of newspaper in front of his partner ("B") who steps on it with one foot. Then while "B" balances himself on one foot, "A" puts down his other page of newspaper for "B" to step on with his other foot. This action is repeated, with "A" always laying down the paper and "B" racing, one foot at a time, until the 50 feet are covered. On the way back to the starting line, "B" lays down the paper and "A" races.

Even though the race may seem slow, you will find it lots of fun. Of course, the first partner-team to finish wins. Don't worry if the newspaper tears—that just makes it more difficult and more fun!

TREASURE HUNT

Treasure hunts usually take 20 minutes or more to play, and require preparation, but that's part of the fun.

An object is hidden and the players (or teams) must find it with the help of clues that may be in verse form. One clue gives a hint of where to find the next clue, and so on until the hidden "treasure" (usually a candy bar or novelty) is found. A clue may run like this:

"Under an oak tree on the ground,
Look hard for something round."

The team that has this clue makes a mad scramble to an oak tree. Suddenly someone spies a ball. A note is tied to it. They read:

"O.K. smarty! Now you've started.

Keep on walking to where the road is parted."

The team walks on till they find a fork in the road. There on a box, leaf, or other fairly conspicuous place is another note.

Be sure you make the clues equally difficult for each team. The verses should be prepared in advance by the leader or host, and hidden in widely separated places. At the start the first clue can be read or handed to each team. Each team has its own treasure hunt course, with separate clues until the last note. Then all courses should merge and all the teams look for the last note. The first team to reach that note finds the "treasure" and wins.

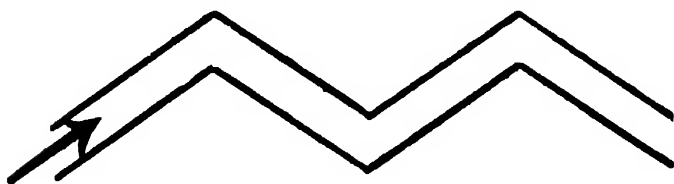
BIKE SLALOM

Here's a good game to play on a bike. It's named and taken from the famous skiing race down a zigzag course. In the bike slalom, the cyclist follows a course marked by parallel zigzag chalk lines about five feet apart on a pavement.

To draw the lines, get two pieces of chalk and attach them to the ends of one piece of string $5\frac{1}{2}$ feet long. Get a helper to hold the chalk at one end. Now hold the string taut between you and draw the lines parallel for 20 feet in one direction, then turn and go 20 feet in another direction. Make the turn about 110 degrees or a little more than a right angle. Make as many turns as you have space for.

Each cyclist is timed as he rides between the lines from start to finish. He is disqualified if he touches the lines or his foot touches the ground. Whoever rides fastest wins — or you can have a slow race, and the slowest rider then wins.

(EDITOR'S NOTE: For more bike games and a bike rodeo, see Mr. Frankel's book, "BIKE-WAYS.")



CLOTHESPIN RELAY

String up a clothesline, waist high, and hang a number of clothespins on it equal to three more than the number of players you have. For instance, if you have 15 players, hang up at least 18 clothespins, just in case some drop off during the game.

Divide your group into two or more teams. Players on each team line up, one in back of the other, about 50 feet away from the clothesline. At a starting signal, the first player on each team runs to the clothesline.

With his teeth only, without using his hands, he must pull one clothespin off the line and carry it back to his team. As he drops the pin at the foot of the second player, he tags him. The second player (and each other player in turn) repeats the action of running to the clothesline, pulling off a pin with his teeth and running back with it. The first team to finish wins.

Warn your players not to shake the line as they pull off their clothespins.

MINT RELAY

For this game, you need a package of candy mints with center holes and a box of toothpicks. Give each player a toothpick. Form several teams with players lined up, one in back of the other.

The first man in each line is then given a mint which he places on the toothpick. At a starting

signal, the first man turns around and transfers the mint to the second player's toothpick without using fingers to touch the mint. The mint is passed from player to player this way to the end of the team line. When the last player receives it, he runs to a line 50 feet away, returns still carrying the mint carefully on his toothpick, and takes his place first in line. He quickly passes the mint down the line again, and when it reaches the end, the last player runs, and so on. If the mint falls, it must be picked up with only the toothpick.

First team to finish wins.

SHOE SCRAMBLE

This game begins with all the players taking off their shoes and throwing them in a pile, which is then mixed up completely.

The players divide into teams of no more than six each, and line up at a starting place about 50 feet from the shoe pile. At a starting signal, the first player of each team runs quickly to the pile, finds his own shoes, puts them on and returns to his team to tag off the next player. The second player then goes through the same process and this continues until all finish. First team to finish wins.

If there are only a few players, the game can be played individually (without teams). All the players can race to the shoe pile at the same time. Remember your shoes!

POM POM PULL-AWAY

This is a street game which has been favored for generations by active youngsters. It can be played in any area that is as wide as a city street and no more than 75 feet long, such as a gym, playground or schoolyard.

The player who is chosen "It" stands in the middle of the space, while the players line one side of the space (the side which would correspond to the curbstone of the street). When "It" calls "Pom Pom Pull-Away" everyone runs to the opposite side, while "It" tries to tag as many as possible before they reach there. Those "It" tags must now help him to tag others, when he again calls out the starting words. Eventually everyone is tagged.

The first person who was tagged becomes "It" on the next play-off.

BLIND HORSE GIDDYAP

In this race, players are paired off in couples with one the blind horse, the other his driver. The blind horse wears a large paper bag over his head. His driver who stands about a yard behind him, guides him with a light stick. The driver taps the horse on the right shoulder when he wants him to go right, on the left shoulder to go left, and on the head to go straight ahead.

The course to be travelled is marked so the drivers know exactly where to guide their horses.

The horses are allowed to see the area over which they will walk when blinded. Then the paper sacks are placed over the horses' heads. The teams line up at the starting line, and at a signal, the race begins with each driver trying to steer his horse toward the right goal. Running is not allowed, but brisk walking is encouraged. The pair that reaches the goal and then gets back to the start first wins.

JOUSTING

Jousting is a skillful form of combat which started in medieval times and was very popular with Robin Hood and at King Arthur's Court. The knights in those days generally used lances and played on horseback, but you will have just as much excitement using tablespoons and oranges.

Start by dividing your group into two teams. The first player of each team is given two tablespoons and one orange (or lemon). In one hand he must hold one tablespoon with his orange balanced on it. In the other hand, he holds the other tablespoon, which he uses both to defend himself and to knock his opponent's orange from his tablespoon.

The best idea is to hold the orange-tablespoon in a comfortable position so it cannot be upset easily, and go after your opponent by circling around and sparring with him, as in a sword duel. The winner of each duel gets a point for his team.

If you haven't enough players for teams, individual scores can be kept, as in a tournament.

7.

SIMPLE DRAMATICS

Here are some ways you can use simple dramatics at your party without elaborate scenery, curtains, costumes or a stage. You don't even have to memorize lines.

Simple dramatics can be successful if the performers are natural and informal. Actors should build up an idea or situation that is interesting to everyone. Often this will go over best if the idea or situation is familiar to the group.

Theater-in-the-round is a good way to create informality in dramatics. This kind of theater is simply a space for dramatics in the center of the room with seats around it and without the usual platform stage at one end of the room.

Most of the simple dramatics we discuss here can be performed in a theater-in-the-round.

ROLE PLAY

Here each actor "takes a role." That means you act out, with gestures and speech, some character part. It isn't necessary to memorize lines. You make up your lines as you go along. This is really the simplest kind of dramatics.

If there are 16 players in your group divide them into two teams. Each team should be given about ten minutes to prepare a skit.

The only preparation necessary is to decide what the skit should tell, some of the details, and the kind of characters that will be in it. Actors speak their own lines, any lines that they think of at the time.

Role Play skits are more effective if the subjects used are familiar to the players and the audience. For suggestions, here are some subjects:

- 1) Our First Social Date
- 2) My First Job
- 3) Learning How to Drive a Car
- 4) Getting a Seat in a Crowded Bus
- 5) A Sunday Auto Ride in the Country
- 6) How We Spent Our Vacation
- 7) Family on a Picnic
- 8) A Day in My Life
- 9) My Most Embarrassing Moment
- 10) A Strange Dream I Had
- 11) A Day at Summer Camp

All the above subjects can be developed into several scenes.

Let's say that your group is going to dramatize some of the things that take place at a summer camp. Each actor then takes one of the following roles: 1) swimming instructor, 2) nature study counselor, 3) athletic counselor. The rest can be campers.

Think up a number of situations. The first scene may include the counselor teaching swimming, and may show what happens to five campers as each tries to swim. This can be very comical.

In the second scene the nature study counselor is explaining to the five campers the difference between an oak and a birch tree. Campers may ask silly questions about birds, bees and sea shells.

In the third scene the athletic counselor appears. He shows the five campers how to hold a baseball bat and tennis racquet. As each camper clumsily tries, more laughs come forth. After a number of adventures for the five campers, the skit can end with a camp song.

In most Role Play dramatics very little scenery and few costumes or stage properties are used. Let the audience use its imagination. For instance, if you were performing "A Sunday Auto Ride in the Country," four ordinary chairs could be arranged to look like seats of a car.

SHADOW PLAY

A shadow screen must be made for this type of dramatic presentation. To do this, hang a sheet in a double doorway or between curtains or posts on a stage. A spotlight or strong electric bulb should be placed about six or eight feet backstage behind the sheet, and focused on the sheet.

Action should take place behind the sheet and very near it. All lights must be put out except the one behind the sheet. Anything that passes between the light and sheet will form a large shadow on the sheet — this is the principle of all shadow plays. In using this idea, be sure that the light behind the sheet produces a clear shadow picture. This should be tested first.

One player from behind the screen can read the lines or the actors themselves can talk. Music goes well with shadow plays. And it is good to remember that skits using stage properties are generally the best to produce.

A surgery scene is always effective. For example: A patient is lying on the table. A toy balloon is under his shirt. The surgeon says he will have to blow up the patient's stomach. He uses an auto pump which makes noise as he pumps. The audience laughs at the sight of the patient's stomach getting bigger.

The surgeon takes out a large cardboard knife which, through the sheet, looks real and menacing.



You can put your dramatic—and comical—abilities to work in Shadow Play.

The surgeon begins to "cut." The patient screams because the surgeon forgot to give him ether. The surgeon takes out the patient's "intestines." He starts pulling them out, but it is really a long rope he is pulling, and so on. Just let your imagination go!

TELEVISION

Have you ever thought of holding your own TV show?

This type of dramatics calls for a wooden frame 3 x 3 feet or larger. Drape cloth around it so the frame looks like a television screen. Then the screen should be propped or hung about four feet above the floor. A spotlight or single bright light is needed (as in Shadow Play) to show up the actors on the screen. However, there is one difference since you want only to show the faces of the actors in normal size. To do this, both the light and the actors will have to be very close behind the screen. Face close-ups are best as they look most like TV.

A variety show best permits participants to display their talents. You can bill as performers those who like to sing, tell jokes or stories or act comical. Others can be presented in a play to be read or acted out in Role Play.



Here are some suggested ideas for TV production:

1. Imitate a well-known TV program for your audience to guess.

2. Let the audience prepare a list of questions for a quiz show, to be answered (seriously or humorously) by your "panel of experts" behind the screen.

3. Try an interview program in which each person from the audience is called behind the screen and asked about his interests, hobbies, talents, sports, etc. He can talk facts or make up fictional ideas.

As actors move away from the screen it sometimes becomes difficult for the audience to see them. Find out how far back and how far to the side your actors can perform and still be seen. Then mark chalk lines on the floor and stay within these lines if you want your TV show to be a success.

PANTOMIME

Without talking, one or more persons act out a story through facial expressions and body movement. Someone in full view, or someone behind a screen may read lines, but often it is not necessary to read at all. The actions will tell the story. Sound effects and music can add to the pantomime.

Your group, for example, can give a pantomime portraying the eating of different foods. The audience tries to guess what the foods are. One person may pretend to be eating spaghetti. With one hand he reaches high in the air as he winds the spaghetti around his imaginary fork. Another person pretends to be eating a hot potato. Exaggerated eating noises can come from behind a screen.

An entire skit can be acted out. It may consist of: 1) a group of people go to a restaurant; 2) they order a meal; 3) the waiter returns and tells the customers that a particular dish is sold out; 4) they order something else; 5) they eat; 6) they hold a dinner conversation; 7) they pay the check; etc.

Sound effects can be used, along with soft dinner music hummed backstage.

PAPER BAG DRAMATICS

This is a clever way to use the Role Play idea in starting a group out in dramatic skits. First, decide how many teams you will have. About five to ten actors are enough for each team.

Take several paper bags (one for each team) and fill them with various objects. Fill one with a pencil, paper, banana, knife, rubber band and flashlight. Fill the other bags with other objects. Close the bags and give one to each team.

Each team has to make up a skit based on the objects found in the bag. Allow about ten minutes for the players to prepare their skits.

The team with the objects listed above may act out a skit like this: A pilot and his passengers are lost in the woods after parachuting down from a plane. In his pocket the pilot finds a piece of paper, pencil, knife, rubber band, and flashlight. It's night time and he uses the flashlight to find the way. It is some place in Central America, and the only things the survivors find to eat are bananas.

After days of wandering they find themselves on a high plateau with steep cliffs and walls all around. They don't know how to get off. One of the men climbs a tree to look for signs of human life on the other side of the cliff. They meet natives who are unfriendly. (Some of the other members of the team act like unfriendly natives and wild animals.)

Finally the pilot takes out his knife and begins to cut slivers of wood from a balsa tree. He decides to make a model airplane and puts the rubber band on it. After a few practice flights he writes a note (with the pencil and paper in his pocket) calling for help.

He winds the propeller up and sets the plane off over the steep cliff. Up, up, it goes, and lands on the other side. In a few days friendly natives from the other side come to rescue the lost people. After the rescue the tribe wants the pilot to become chief. With the aid of his passengers he escapes and they find their way home.

All this is performed without memorized lines. The team just “goes over” the story before performing it. They talk about it. It isn’t necessary to use any stage properties or costumes. However, lighting can be used to advantage here. The pilot’s flashlight can be the only source of light.

Prizes can be given for the most original or most interesting skit, or teams can play for the fun of it.

PUPPETS

How about having a puppet show! The art of puppetry began with the ancient Greeks and Romans, and today is as popular as ever. You can easily make your own puppet dolls in a variety of ways and join in the fun of this stimulating form of acting. For some of the puppets described below, clothes can be made of cloth or colored crepe paper.

POTATO PUPPET — Make these out of small or large *round* potatoes. The potato itself is the head. Cut out eyes, nose and mouth, then push a pencil or small stick into the potato for a neck. Operate the puppet by manipulating the stick.

CLOTHESPIN PUPPET — Simply pencil or paint a face on the head of the clothespin and place the open part of the clothespin on your finger. By wriggling your finger you can make the puppet move in funny ways.

FIST PUPPET — You can make a puppet out of the back of your fist. Just paint a face on it with water colors. Move your fist around and there it is.

POWDER PUFF PUPPET -- Push a small stick or pencil into the seamed side of the powder puff, and draw a face and head on the flat sides to give you a two-sided doll. For a partner you might want to make a puppet from a sponge rubber ball.

PAPER BAG PUPPETS — Puppet personality can be given to a humble brown paper bag. Tie the bag with string or rubber band around the middle to

form a neck. Then, with the closed end to the top, paint a face above the neck. Draw a costume on the lower part of the bag. Place your hand in the bottom of the bag to operate the puppet.

SILK STOCKING PUPPET — From old silk stockings (any color can be used), interesting puppets can be made by cutting the toes off, leaving the heels and sewing them up. Then stuff cotton in the stocking foot, which becomes the puppet's head. Stitch around the head to form a neck, and then stuff cotton in the rest of the stocking to make a body. After painting features on the face and body, you just stick your hand in the stocking and move it around as you want.

SHADOW PUPPETS — Make these with black paper cut-out figures. For more movement, you can joint the arms and legs with brads (small thin nails). Hang a sheet across a doorway and place a bright light or flashlight six to eight feet in back of it. Pass the cut-out figures between the light and the sheet, thus producing a big shadow on the sheet. (This is the same method as described in the Shadow Play in this chapter.) Operate the puppets with a small firm wire connected to the bottom or top of each cut-out figure. Stay out of the light yourself as you put on the puppet show. Be sure your stage is high enough for easy and effective presentation.

A PUPPET STAGE — A good puppet stage can be arranged under a table or chair, as the operator sits cross-legged on the floor. A cloth is usually used as a curtain. You can place the chair on top of a table to be more comfortable. Another kind of stage can be built by taking the top and bottom out of a cardboard box and turning the box on its side on top of a table. With water colors, scenery can be painted for various sets. Make simple furniture out of cardboard and paper.

You can make up your own story, and dress your puppets to fit the story. Different kinds of puppets can also appear in the same play. The potato and clothespin puppets can be presented as a fat man and thin man in a play. Well known stories such as "Huckleberry Finn" or "Robinson Crusoe" can be performed.

After working with puppets for a while you will discover that they have a life all their own. Try to understand them and you will have a great deal of pleasure.

STATE CAPITALS

Alabama—Montgomery^{*}
Arizona—Phoenix
Arkansas—Little Rock
California—Sacramento
Colorado—Denver
Connecticut—Hartford
Delaware—Dover
District of Columbia—Washington
Florida—Tallahassee
Georgia—Atlanta
Idaho—Boise
Illinois—Springfield
Indiana—Indianapolis
Iowa—Des Moines
Kansas—Topeka
Kentucky—Frankfort
Louisiana—Baton Rouge
Maine—Augusta
Maryland—Annapolis
Massachusetts—Boston
Michigan—Lansing
Minnesota—St. Paul
Mississippi—Jackson
Missouri—Jefferson City
Montana—Helena
Nebraska—Lincoln
Nevada—Carson City
New Hampshire—Concord

New Jersey—Trenton
 New Mexico—Santa Fe
 New York—Albany
 North Dakota—Bismarck
 North Carolina—Raleigh
 Ohio—Columbus
 Oklahoma—Oklahoma City
 Oregon—Salem
 Pennsylvania—Harrisburg
 Rhode Island—Providence
 South Carolina—Columbia
 South Dakota—Pierre
 Tennessee—Nashville
 Texas—Austin
 Utah—Salt Lake City
 Vermont—Montpelier
 Virginia—Richmond
 Washington—Olympia
 West Virginia—Charleston
 Wisconsin—Madison
 Wyoming—Cheyenne

Solution to MAGIC FIFTEEN

The trick is to put the five in the center and then work with the even numbers in the four corners.

2	4	4
7	5	3
6	1	8

**101
Best
Party Games
for Adults**

Table of Contents

1. TIPS ON PLAYING GAMES.....	7
2. ICEBREAKERS	9
3. PARLOR GAMES	21
4. MENTAL GAMES	44
5. PARTY IDEAS	63
6. DRAMATIC GAMES	77
7. CLUB AND CHURCH SOCIAL EVENTS.....	89
8. PICNIC AND OUTDOOR GAMES.....	103
9. GAMES WHILE TRAVELING.....	115
10. INDEX AND APPENDIX.....	125



1. Tips on Playing Games

Increasing interest is being directed toward group games as a natural device for encouraging sociability and for insuring a good time. People lose self-consciousness in a good game. The relaxation of playing games can get individuals better acquainted, provide mutual enjoyment at a party and break down barriers and prejudices.

Toward this end we have tested and selected these "101 Best Party Games for Adults." We hope you have as much fun playing them as we had in selecting them.

When planning games for a party you should be aware of certain essentials. *Here are the most important:*

- Size and type of room for the party;
- Time schedule for playing games;
- Interest, experience and ability of your guests;
- Age and sex distribution (will all or a majority of the guests be male, female, dates, married couples?);
- Sequence of party—what comes before and after games.

Even without experience most people can lead games. In leading, *you should be aware of the following principles:*

- Read, select and outline the games you want to use, aiming for variety;
- Collect beforehand any material and properties for playing;
- Schedule game-playing at an appropriate time in your program;
- Explain the game clearly and briefly by steps, then demonstrate;
- Begin with an easy game or icebreaker;

Arrange the game sequence so that games which have the same space arrangement are played together (such as circle games); this keeps reshifting of the group to a minimum;

Point out mistakes made but *not the players* who make them; encourage the players;

Arrange for rest periods;

Try to get the entire group to participate if you think they all want to play;

Create an atmosphere of warmth, friendliness and informality, and have fun yourself;

Stop before everyone is played out;

Don't drag out the program.

Remember that these are games, but more than just play. They should bring enjoyment to every party and make you a success as a host or hostess. Have fun!

2. Icebreakers

NO STRINGS ATTACHED

With just a few pieces of string, you can crack the ice at any party. In this diabolical scheme, the host and hostess stand at the front door, each with a handful of string ends. In welcoming the arrivals, the hostess gives a string-end to each handsome male and the host presents a string-end to each beautiful female.

When everyone has arrived, each guest simultaneously must start to follow the course of the string he holds. He trails it across the floor, over and under chairs and tables, in and out of rooms, and so on, rolling and unknotting it as he goes. In the tangle, he becomes acquainted with most of the guests. Eventually he is startled when he comes face-to-face with a female guest holding the other end of the same untangled string. At this point, host and hostess beam and it becomes evident that they plotted this in advance. Male and female guests thus are paired off for the ensuing festivities.

The hosts, of course, laid the strings out ahead of time, criss-crossing them along the carpets and roping them around obstacles, but always coming to an end at the front door where the other end started. Thus, the host is able to pass out one end of a string while the hostess is passing out the opposite end.

No Strings Attached means that you owe nothing to your hosts for the friendships you make, but some sort of tribute to their cleverness would be in order.

PASS THE ORANGE

This game has met with its greatest success at parties before guests become bored with the usual exertions: talking, eating and sitting. Since it teaches how to keep your chin tucked in, perhaps it was originally designed for prize-fighters with "glass jaws." It never fails to win laughs and sometimes develops a contortionist or two.

Start by dividing your group into equal teams, males and females alternating if possible. The idea is to pass an ordinary orange from one member of your team to the next, right down the line, using your chin alone. You'll be surprised how useful that part of your anatomy can be when you are prohibited from using your hands.

Each leader (the first in line) tucks the orange under his chin. Next person must remove the orange with his own chin and be ready to surrender it to a third chin. First team to pass the orange down the whole line wins.

If the orange falls to the floor, the player with the clumsy chin must pick it up with his chin. This is a game that not only breaks the ice but gets your guests intimately acquainted very rapidly.

SONG SCRAMBLE

This scramble not only gets your guests acquainted rapidly, but it also brings out any latent vocal talent they have and organizes them into, of all things, competing choral groups. All the singing is so spontaneous that even the confirmed bathtub soloist will find himself joining in.

The host or hostess needs only a pencil and a scratch-pad. He writes out several songs, line by line, but jots down only one line on each slip of paper. Then he shuffles the papers like a deck of cards and deals them out just after all the guests have arrived.

One guest will receive, for example, "O give me a home," another will get "I want a gal," a third "Where the skies are cloudy all day," and a fourth "That daddy ever had." The fun begins when the guests enter into a mad scramble to find the holders of all the slips that will complete their song.

As soon as a group assembles correctly, it can begin to sing the song. The first group to do this is the winner.

Easy? You'll be surprised how unfamiliar a well-known song can look when all you see is an isolated line. Occasionally, at least one line will be missing when the rest are in—and you have to find the guest who is holding it. Some lyrics are certain to get so scrambled in the ensuing anxiety that even their composers won't recognize them.

For a variation, proverbs or familiar quotations can be substituted for songs, and may be recited instead of sung.

VICIOUS CIRCLE

What better way to make sure your guests really get to know each other than to tie them together in a Vicious Circle?

"Alice Brown," you say, "may I introduce Jonathan Applecart?" and you proceed to rope them together. You take a string about five feet long and tie each end loosely around each of Mr. Applecart's wrists. Then, looping a second string of the same length through his tied string (the Vicious Circle) you tie its ends around Miss Brown's wrists.

"Now," you tell them, "separate yourselves without untying the strings or slipping the loops off your wrists."

As newcomers arrive, you tie them up in the same fashion. Soon your living room will look like the snake house at the zoo as arms flail, legs twine in, out and over the strings. The air is filled with cries of, "Hold still, it'll work if I can just get my arm over your head," and "Here, step through this way and I think we've got it!"

But they won't get it that way. Sooner or later one ingenious guest will realize that no amount of twisting and looping will separate two linked circles! If he carries his thinking one step further he will discover the trick: One of the strings must be looped up and pushed under the wrist-loop of the other person, then slipped over the hand—and suddenly you are free! Free to resume the acquaintanceship so auspiciously begun!



Tie them together, and they'll have to get acquainted quickly.

MULTIPLICATION, DANCE

Sometimes referred to as the "Conscription Dance," this game succeeds in drafting the party slackers known as wallflowers. Unless your house has secret panels, or unless the bashful ones are so camouflaged that they appear as part of the wallpaper, there will be no escape for them.

The dance begins with only one couple. They perform for their audience until the music is stopped—play the music not more than one minute. Then each of them pulls a wallflower from the wall and dances with him or her. Now two couples are dancing. The next time the music is stopped four more slackers are dragged to the front. This means four couples are dancing and soon there will be eight.

When *everybody* is dancing, the person who had been stopping the music can cease. He has done his duty. No one will notice, for everybody is now acquainted with everybody else.

WHAT'S YOUR LINE?

For introducing guests to each other in a memorable way, the clever hostess will play What's Your Line, and subtly demonstrate that all her "strangers" have many things in common. She will put on the witness stand, as it were, each guest in turn.

Please be seated. Now, Miss Vanderveer, act out your vocation—in pantomime.

Miss Vanderveer dons her hat and coat, pulling her hat down over her eyes and wrapping her head in her coat collar. Then she simulates typewriting while gazing furtively to right and left. Several guesses from the guests. Correct answer: She's a secretary for a criminal lawyer.

Next comes a doctor (using a stethoscope) or a housewife (washing and drying dishes) or an automobile salesman (opening and closing car doors) and so on.



FACE TO FACE

To get everybody acquainted at your party, one good way is to come face to face with your problem. Face to Face is a game with several aliases: Back to Back, Side to Side, Toe to Toe, Elbow to Elbow, etc.

The aliases more or less explain the action. Everybody chooses a partner, but one player (usually the host or hostess) has none. The host calls out commands, which the partners obey literally. For example, "Side by side!" means the partners must stand side by side. After a few such commands as "Fingernail to Fingernail!" and "Eyebrow to Eyebrow," the host cries: "All change!" Then, each player, including the host, scurries to find a new partner, and the player left without one becomes "It."

One advantage of this game is that each guest gets to view every other guest from all possible angles. After playing Face to Face, none of the guests is likely to forget a face.

LIVING STATUES

Even Washington hostesses never had a guest list like this: Napoleon, Cupid, Mercury, Rodin's Thinker, George Washington (crossing the Delaware) and the patriots in the Spirit of '76. With these Very Important People and many more, your parties will be the talk of the town.

Here's the way to turn your guests into VIP's and have fun in the process.

Write down beforehand the names of well-known statues, key figures in famous paintings, easily-caricatured movie stars, and athletic figures (such as a high diver, discus thrower, woman wrestler and baseball umpire).

Divide your guests into two equal teams. All the members of one team take slips simultaneously from a box. Each assumes his assigned pose and holds it like a statue while members of the opposite team try to identify him. If they succeed they get one point for each correct identification. Otherwise, the posing team gets the point. The hostess, who does not participate, acts as judge of whether the statue was enacted correctly.

The teams alternate and each gets at least two chances to pose. By this time, all your guests will be thoroughly acquainted.



PROFILES

For all you know, you may have a John Barrymore, a "Great Profile," among you, who will become famous after a game of Profiles.

See him now? He's the first guest to arrive at the party. As he enters there is a spotlight lamp shining on one side of his face, and the host draws a profile from the shadow cast on the wall. (The host, of course, has a big cardboard and a number of sheets of 8½ x 11 paper set aside beforehand.) As the guests arrive, the host gives each the same treatment in turn, while the hostess diverts everybody else. No one is allowed to peek at the profiles which the host is drawing.

After completing each "portrait" the host writes a number on the front and the name of the person on the back. Then he pins the sketches to the drapes or lays them out on the floor.

The guests then try to identify the profiles. Is there a Barrymore (or a Durante) in the house? Profiles such as those make the game easier. The guest who identifies the greatest number of sketches is the winner.

DANCE WITH THE BROOMSTICK

The best way to draw a wallflower toward the center of the room is to hand him a broomstick to dance with. Without discovering the underlying psychological reason for this addiction to broomsticks, you can be sure that the trick always works. For icebreaking purposes, each guest may be properly deemed a wallflower.

The host or hostess plays a piano or phonograph, after pairing off the guests at random. Each human being is given a human being to dance with, except one, who is paired with the broomstick. When the music suddenly is stopped, everyone must hurry to change partners. Naturally, the guest with the broomstick displays the greatest desire to change. In the end, someone always ends up with the broomstick.

After enough guests have danced with the broomstick (and are only too happy to dance with a human thereafter) the real party can begin.



LAST COUPLE STOOP

This game stoops to a new low in party pastimes and manages to reach a new high in hilarity whenever it's played.

Each male chooses a female partner, and remembers what she looks like. Then the guests form two circles, men on the inside, women on the outside. The host or hostess attends a phonograph, radio or plays a piano. As the music starts, males walk clockwise and females counterclockwise. The music stops suddenly. Now is the time for all good men to come to the aid of their partners. They rush around, find each other, hold hands and stoop. The last couple to stoop is eliminated. The game goes on as before.

There are times when the immediate area may become so crowded that there is hardly room to stoop, much less to hold hands, and everybody gets bumped in the traffic jam.

The couple eliminated from each round gets revenge by becoming "referee" and helping spot the next "last couple."

Try this at stags and pajama parties, too.

3. *Parlor Games*

GIANT JIG SAW PUZZLE

In this game the host or hostess puts advertising in magazines to work and makes up a giant puzzle. First he clips from old magazines the illustrations accompanying about ten well-known ads. Then he mounts the pictures on cardboard or heavy paper, after which he cuts each picture into four or more irregular pieces.

As he numbers the face of each piece at random from 1 to 40 (or higher), he keeps a record of the combinations that comprise a complete picture. Now he shuffles the pieces, mixing them thoroughly, and places them on a table.

Guests, gather round! See the pretty pictures? Yes, it looks like modern art. You're not supposed to touch the pieces. Just write down in groups the numbers of those pieces which you think came from the same ad.

First person to submit a completely correct list, or the player with the largest percentage correct, wins the game and can take home the pieces. The host acts as judge.

UP JENKINS!

Legend has it that this game originated with a group of Mississippi riverboat gamblers. They grew tired of the constant admonition "Keep your hands above the table," and so they invented a game which legitimized the sly passage of a coin.

"Up Jenkins!" requires a long table with two teams sitting opposite each other. One team has possession of a coin which can be passed surreptitiously from palm to palm under the table until, suddenly, the captain of the opposing team cries: "Up Jenkins!"

At this command, all the members of the team with the coin must obey by raising their hands above their heads, fists clenched. The coin, of course, is concealed in one of the fists. As the opposing captain gives the second command, "Down Jenkins!" all members of the coin-holding team must slap their palms down flat on the table.

Naturally, the sound of coin hitting table will be heard, but who has the coin? The challenging team gets two chances to guess. Usually the players consult before one challenger (one of the two nearest the captain) points to a player and says: "Show up!" The player thus challenged must raise his hands. If he hasn't the coin, the second challenge is given.

If the challenging team has guessed right, it scores a point and gets possession of the coin for the next round. If it fails to guess correctly, the other team gets a point and keeps the coin for another round. And so on, until one team gets 10 points.

Who was Jenkins? Possibly a Mississippi gambler with chewing gum on his palms.

Hint: to make things difficult use a silver dollar for your coin.



*Innocent faces may fool you . . . and your side has
only two chances to guess.*

PHOTO GUESS

Best for a group in which everyone knows everyone else intimately, this game requires your guests to bring with them to the party one of their childhood photos. Host and hostess throw their own in, too.

The host collects the pictures from the guests as they arrive. Then he prepares an identifying record of all the photographs and numbers them on the back. When he finishes and lines them up in rows on a table or on the floor, the guessing begins. With pencil and paper in hand, the guests scan the Rogues' Gallery and write down the names and photo numbers as they guess.

A sentimental tune, for atmosphere, is appropriate. In the next room you might start a phonograph record of "When You and I Were Young, Maggie," or "Do You Remember Sweet Alice?"

You are in for an awful jolt if you believe you can identify 100 per cent of the pictures. Here's a hint: skulls change very little as people grow older, yet faces, as recorded on photos, often appear quite different. In most cases, of course, the change is not complete and your guests will find it fun (if not gruesome) to see what has happened to their features down through the years. You'll hear close friends say: "Why that couldn't be John. He's so rugged today and he was such a delicate child!" or "Why don't you revert to pigtails? You were such a cute little girl!"

INDIAN CHIEF

Try this if that Big Lull sets in, if that deathly and embarrassing quietude descends to stifle all conversation. It provides good training in eye-stretching and bedlam production, two skills that are useful at any party.

First, name one of the players "It" and send him from the room. While he's gone, the group selects one person as Indian Chief. The purpose of the game is to prevent "It" from discovering who the Indian Chief is.

"It" returns to find everybody applauding. Embarrassed and self-conscious at this, he is startled when the applause suddenly changes to a stomping of feet. Before he can overcome his surprise, the players switch to snapping their fingers. They are following their Chief, but who is he?

"It" makes a close study of the group in action. Sometimes he doesn't discover who is calling the signals until he spies the eyes of one player slanting too obliquely to catch the signal from the Chief. Sometimes the Chief clumsily gives himself away by switching too obviously.

This game is good for several rounds. Ready? Ugh!

FRUIT BASKET

(Note: This game has the approval of the ARWSCSBS—the Amalgamated Riders Without Seats on Crowded Streetcars, Buses and Subways—and of the NACM—the National Association of Chair Manufacturers.)

Lull your guests into a feeling of false security by seating them in chairs to start with. Arrange the chairs in a circle. "It" (the host or hostess) is the only person not seated. Assign the following names to your guests: apple, orange, pear, tangerine, and so forth, using the names of fruits only. In large groups, more than one player may have the same assigned name.

Now the fun begins: "It" says: "Apple(s) change places with orange(s)" or "Tangerines, pears, pineapples and plums change places!" At the command, the players named scramble for each other's places. None may remain seated if his appellation is called. "It" joins in the rush and tries to commandeer one of the seats. If he succeeds, he becomes the fruit of the player left unseated and the latter becomes the new "It." Otherwise, "It" must try again.

In desperation, when "It" is foiled time and again, he may give the general command: "Fruit basket upset!" Then *everybody* must get up and change seats!

Don't use any rickety furniture.

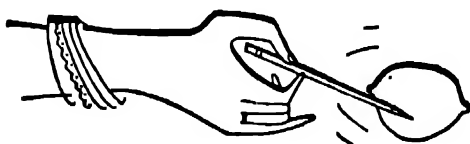
LEMON TWIST

This is not a game with used cars, but with real lemons. You can get nowhere fast, when driving a lemon.

Divide your guests into two or more equal teams. Give the leader of each team a full-length pencil and a full-grown lemon. As the teams line up single file, mark a starting line and a finish line along the floor (about 20 feet away at most).

The object of the game is to push the lemon with the pencil along the floor in a straight line—if you can! Each player must push it to the finish line and back to the next teammate in line. The team to finish first wins.

What you discover is that the lemon always keeps rolling, despite a slight wobble. You'll have difficulty keeping to your lane, so be sure the furniture is pushed back. Here's a hint from experienced lemon-rollers: don't push too fast as this generally causes the lemon to roll the wrong way.



RUMOR

Want to hear gossip? Instead of just sitting around and waiting for it to start, why not garble it properly? Divide your guests into two teams and appoint for each team a leader, who immediately consults with you (the host or hostess).

"What do you want to talk about?" you ask.

One team leader may say, "I'm not a rumor-monger, but I understand Agnes' husband got a raise and bought her a mink coat."

"Let's put that in writing," you say.

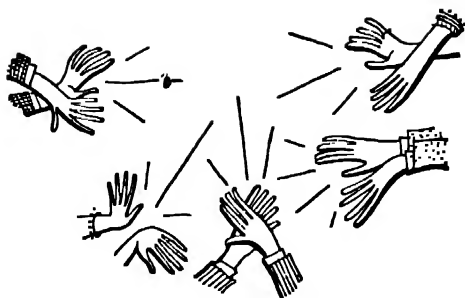
So each leader writes down on a card this identical sentence: "Agnes' husband got a raise; that's why she has that mink coat."

Now the Rumor really begins. The leaders return to the heads of their lines, turn around and say to the next players: "Agnes' husband . . . etc. Pass it on!"

The second player then passes the spoken intelligence to the third and so on down the line. (A long line is best.) When it gets to the last players, the host asks them each to say aloud what they have heard.

One may have heard: "Agnes' brother got an RFC loan and bought a mink farm; Agnes skinned the mink herself;" while the other may come up with: "Alice's pet mink died of an overdose of sleeping pills, and someone was arrested for murder."

The host then asks the leaders to read the written messages they started with. When the laughter dies down, the second players move to the heads of the line, choose some new Rumor, and everyone tries again. Do this until each person has had a chance to start a Rumor. After playing that long, your guests will probably be convinced for life of the dangers of repeating gossip.



RHYTHM

Some people "ain't got rhythm." This can be remedied by playing this game, which may keep your guests speaking in cadence for the next three days.

All gather in a circle and begin a 1-2-3-4 beat by counting and clapping hands three times, then holding their hands outstretched (as in Pat-a-Cake) on the 4-beat. On this beat, you don't count out loud either but listen as the player whose turn it is calls out a word like "good." Then the rhythm continues with 1-2-3-4. On the next 4-beat, the next player in the circle must call out a word which is either a synonym, antonym, or a word with a close association to the previous word, "good" in this case.

The second player may not repeat the word, so let's suppose he says "bad" (the antonym). Then the next player on the 4-beat may say neither "bad" nor "good" but may say "dog" which is his association with "bad." Or he could have said "worse" or "better" or "gangster" or any associated word except the name of a person or place. The calling of the word on the 4-beat must be fast enough to keep up the rhythm.

As the rhythm gets faster, more and more of the players will falter. Those who falter, miss or give a wrong word are eliminated. There's no time here to finger a dictionary—even one with a thumb index.

MURDER

"Murder" will bring life to your party. Like this pun, the game itself should be funny and amateurish. Therefore, you should invite guests without previous experience as either killers, detectives or corpses.

For the serious business of Murder, put into a hat as many slips of paper as you have guests.

One slip will say "killer" and another "detective," but all the others will be blank. The player who draws the "detective" slip announces himself, takes a seat at the far end of the room and stays there. The player who draws the "killer" slip keeps it absolutely secret. The lights go out.

Since nobody knows the identity of the killer, everybody is on the move to get away from him. Meanwhile, the "killer" stalks one of the guests. At a ripe moment he "kills" him or her by throwing a "headlock." The corpse slumps to the floor. Everybody keeps moving until someone discovers the corpse. The lights go on. Each player stands where he is.

The detective goes to work. At the scene of the crime, he observes the corpse and searches for clues, if there are any. Motive? Is the corpse somebody's mother-in-law? Suicide? (No-o, that's against the rules). Then who did it? It's the detective's job to find out.

The detective calls for a searchlight (a flashlight with normally weak batteries will do) and, one by one, turns it on the face of everybody present.

Did you see the killing? (No, it was too dark) Then why are you so close to the corpse? (I happened to be walking this way! Is there a law against walking?) Do you have a police record? Any traffic offenses? (I refuse to answer on the grounds that it may incriminate me.) Those being questioned must

answer *all relevant queries* truthfully. When the killer is questioned, he may lie (well, little white lies) as he sees fit.

Whether the case is solved or unsolved, after a certain length of time the "case" ends. The slips of paper are returned to the hat and a new killer and detective are chosen. This continues until you have a crime wave.

SCRAMBLED ANATOMY

One of the first things a baby learns is to identify the various parts of his anatomy. The mark of maturity is to be able to do this with a changed set of words—calling an ear a nose, and a nose an ear. Party guests are forever amused to find that many of their number don't know their hip from their elbow.

To begin the game, "It" approaches a guest and, touching his own thumb (for example) says: "This is my toe."

Before "It" can complete a brief count of 5 (to himself), the guest addressed must counter by touching his toe and replying: "This is my thumb." If the player flunks this impromptu exam, he becomes "It" and approaches another guest.

Pointing to his eye, the new "It" may now say: "This is my tooth."

The correct answer to this is to point to your tooth and say: "This is my eye." Sounds simple. Anybody can do this. Just try it.

Rattles may be passed out to the consistent losers.

FIND THE RING

This is an adaptation of the old "shell game" in which your fists are used in lieu of shells and a ring is substituted for the pea. In the house party version, all the guests are permitted to get in on the act.

First, get a string just long enough to make a circle around everyone present. The string is then passed through the loop of the ring and the ends of the string are tied together. The guests in the circle each hold onto the string with their fists in front of them.

As "It" (usually host or hostess to start) watches from the center of the circle, the players slide their fists back and forth over the string, passing the ring from one to another at the same time. "It" stops the action whenever he chooses and then must guess who has the ring. A correct guess means he joins the circle and the player discovered with the ring becomes "It."

With really deceptive players, "It" can have a very difficult detective task.

GRAB THE PLATE

In the funny papers a tramp always happens along as soon as an oven-fresh pie is placed on the window sill to cool. Goodby pie! Pity the poor tramp, eating up all those calories and think how slim you'll stay when you play Grab the Plate. In this game you don't have your pie, and you don't eat it too.

The guests sit in a circle around an empty pie tin. "It" leaves his chair and goes into the center of the circle. He takes the tin pie plate and spins it on edge on the floor. As soon as the plate begins to spin he calls out the name of another player and dashes to his own chair. The player called rushes to the plate and picks it up. If he fails to pick it up before "It" is seated, he becomes the new "It" as the game continues.

Scoring will add fun to Grab the Plate. Award one point to each player who gets to the plate in time.

BALLOON FOOTBALL

A survey taken at a New Year's Eve party showed that most of the guests didn't even notice the balloons used for decoration. But when the balloons were used as part of the program, they took on added dignity and importance. When the host and hostess organized a game of Balloon Football, the result was not only a vindication of the balloons but also of the party.

To play Balloon Football, divide the guests into equal teams and station a "goalie" at each end of the room for each team. The goalie, armed with a straight pin, must stand on a chair. His job is to puncture the balloon which his team pushes or bats toward him. When he breaks a balloon, he scores a point for his team. The players (who may wear ear muffs if they wish) are at all times occupied with two balloons, as each team has one.

While a team is trying to push its balloon toward its goalie, it must also keep the other balloon from reaching the opposing goalie. In passing, you are permitted only to tip the balloon to another player, not to hold it or let it touch the floor.

The hostess should prepare an abundance of balloons, as they may become as expendable as baseballs at a World Series game.



BLACK MAGIC

An international conference of witch doctors, convening recently on the lost continent, passed a resolution that only four words—*black*, *white*, *yes* and *no*, are to be considered official Black Magic words. In the American version of the game of Black Magic, a leader or “voodoo artist” is selected. It is his job to trick the other guests into saying one of the Black Magic words. Anybody so duped is banished from the game, which continues until only one player remains. He becomes the “voodoo artist” for the next round.

The leader may use any verbal device at his command in trying to elicit a fatal answer from the other players. Time is on his side because, as he fires questions at the guests, they must answer without delay. The leader may be nonchalantly telling a story and interrupt suddenly to ask of a player, “Is that right?” A yes or no means out. Or: “Isn’t your name Paula?” Or: “What’s the color of milk?”

Each guest must answer *immediately* when asked a question. He tries not to use the words, “black, white, yes and no,” and his answers needn’t make sense. However, he must accept the embarrassing responsibility for his statement, which is usually more nonsensical and hilarious than the question which preceded it.

No, yes?

WORD HUNT

Word Hunt is a game especially suited for a housewarming party. It will acquaint your guests with every nook and cranny in your home. Besides, during your advance preparation—fun in itself—you may even locate Dad's missing cuff link or that favorite pair of manicure scissors you'd mislaid!

Start playing Word Hunt by giving each guest or couple a number. Then tell them that you've hidden a number of cards, about two inches by four, in various places about the house. Each card has a letter of the alphabet on one side and on the reverse side a number corresponding to one of the guests' numbers.

Each guest or couple will find a total of six cards bearing their number. If they come across a card belonging to someone else, they return it to its hiding place without telling anyone where it is. When a player or couple has found all six cards, they arrange the letters to form a word. Whoever is the first to assemble the word is the winner.

Since your guests are likely to search in the least obvious places, better make sure that Junior has removed his frogs and hamsters temporarily.

PARSON JACK

Why do people come home from an auction so dissatisfied? They may have called too high a figure and bought something they didn't even want. Or else they bid too low a figure, or accidentally repeated somebody else's offer, and failed to buy something they did want. A good game of Parson Jack will whip you into shape for any auction.

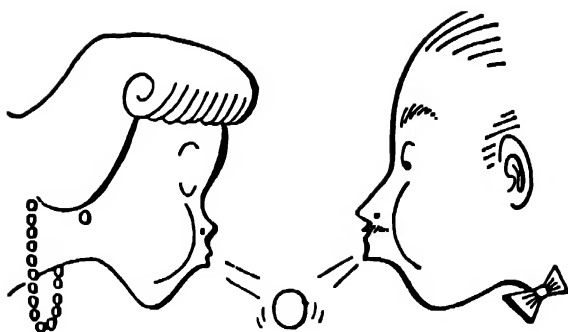
Parson Jack is the host. He is No. 1 and the others are numbered consecutively. They are seated in a circle with No. 2 at the host's right and the last player at his left. The host starts the game by saying:

Parson Jack, Parson Jack,
Some say white, some say black,
But I say—

He calls the number of any player and immediately counts from 1 to 10. Within that time, the designated player must call the number of another person. If he doesn't, or if he mistakenly calls his own number or a number not in the game, he takes the seat to the Parson's left. Everybody else moves up one, and the players are re-numbered so that the sequence of numbers is unbroken. When the designated player does answer correctly and in time, he in turn calls another number and counts to 10.

The game continues, with a re-shuffling of players each time someone falters. Since the object of the game is to unseat the Parson by making HIM falter, his number, No. 1, is the most popular number in the game!

"Going, going, gone? Why, see here, Mr. Auctioneer, I *am* Parson Jack!"



PING PONG BREEZE

Here is a “Look, Ma, no hands!” game without a bike. Anybody who uses hands is disqualified, but actually you don’t need hands—you’ll be surprised how far a ping pong ball will roll when you just puff at it.

Begin by moving the furniture out of the way and dividing your guests into two teams. Then mark off with string a playing area about 20 feet long and 6 feet wide. Goals for each team are the opposite ends of the 20-foot playing space. Place the ping pong ball in the center. Now both teams begin puffing at the ball at the same time.

The idea is to blow the ball across the goal line for your team. If the ball goes out of bounds, it is placed back in the middle of the playing area at the line where it went out, as in football. A point is scored each time a team blows the ball over its goal line, and five points clinch the game.

If your breeze capacity isn’t up to par, you may just want to pass the ball to “windier” players on your team. Anyone who feels too dignified to get down on hands and knees to play this game may be taken care of with one of the ping pong paddles.

MY PAST

Going to Hollywood? Supply your guests with paper and pencil and they'll supply you with a trunk-load of scenarios to take along with you.

The players write fragments of a story as you give them a series of commands in a sequence such as the following: Write a boy's name with brief description; girl's name, ditto; where they met; how they met; his first words to her; her reply; what happened next; the comment from neighbors; and the consequences.

After each command the guests write down the installment, fold over the paper to hide what they've written and pass the paper to their left. The next command is given and the process is repeated.

There should be as many commands as there are guests. When the papers have been passed for the last time, they take turns reading the stories. Each guest joins the phrases and supplies his own continuity.

CAMOUFLAGE

Some of the Army veterans in your group will no doubt be experts at camouflage, so prepare in advance to stump these experts.

Before your guests arrive place a large number of small objects around the room. Don't hide them. Leave them out in the open, only make them inconspicuous by placing them on or near objects of similar color.

For example, a blue button can be placed on a blue chair, a brown leaf on a brown carpet, a green postage stamp on a green plant, salt on a white cloth, etc., even a transparent piece of Scotch Tape stuck to the leg of a chair.

Make lists of these objects for each guest and yourself. On your own, note where you've placed the objects. When your guests are ready to play give them each a list and a pencil and let them go to it. They walk singly (or preferably in couples), trying to find these "hidden" objects. They write down their discoveries *without* pointing to the objects or letting on that they have seen them.

Time limit should be about 15 minutes. When the time is up the winner is the player or couple who has found the most objects.

BOTTLE BUILD-UP

The toothpick and the match come about as close as anything else to being disruptive influences in our society. People are always asking for matches, always take more toothpicks than they need. Bottle Build-up teaches people to *get rid* of toothpicks and matches, instead of acquiring them.

Set up an empty, narrow-necked bottle before your guests and give each of them a quantity of toothpicks or wooden matches (40 each if there are less than 10 in your group and 20 each if there are more than 10 guests). The object is to stack the matches or toothpicks on the top of the bottle, across the opening. Guest No. 1 places one of his matches there; Guest No. 2 places a match beside it. This continues, the guests proceeding in turn, until one of them, in trying to add to the pile, upsets it. He must add all the fallen matches to what is left of his initial allotment, and the game goes on. Winner is the first player to get rid of all his matches.

In an illegal variation of the game, the players must pay for their matches or their toothpicks. For each match knocked off the bottle, the player who is guilty pays a penny. The interior of the bottle becomes a jackpot for the coins, winner take all.

TILLIE WILLIAMS

Everyone loves Tillie Williams, even though her best friends admit she's a little queer. In fact, the hostess said, "Tillie Williams is qucer, but not crazy."

Her husband, no mean gossip himself, added, "She's silly, but not stupid."

"Tillie loves coffee but hates tea," the hostess mentioned.

"Yes," said the host, "she loves bees but not honey."

It becomes more and more mystifying as the two of them gab on and on about Tillie Williams. Suddenly a clever guest catches on. He chimes in with, "She wears rubbers, but not galoshes."

One by one the other guests "get wise" and contribute juicy little tidbits of their own—all about Tillie Williams' likes and dislikes. "She likes wool but not silk," says one. "She loves Tennessee but hates Kentucky."

Getting impatient? Well, by this time you should have surmised that Tillie Williams (note the double "l" in each monicker!) likes everything spelled with *double letters*. Tillie's really funny, see?

4. Mental Games

GUESS THE AUTHORS

Who said: "The British are coming!"? (Correct answer: Paul Revere. Incorrect: Col. McCormick of the *Chicago Tribune*.)

"Why don't you speak for yourself, John?" (Correct: Priscilla to John Alden. Incorrect: a group of disgruntled mine workers.)

"Oh! my aching back!" (True author: Joe Smith, one of the party guests, whose favorite exclamation it is. Never said it: Edwin Markham in "The Man with the Hoe.")

Such a list of choice quotations is prepared by the host or hostess in advance of the party. After the guests are divided into two teams, the host fires the quotations at them. Each team may gather in a huddle with pencil and paper, but must come up with one answer written.

The party-giver may consult a book of familiar quotations in preparing the questions. His list should include change-of-pace sayings like the one credited to Joe Smith. Every man is an author in this democratic game.

TEAKETTLE

Because the English language has so many homonyms (words that sound alike but have different meanings) an educational campaign to simplify the language is now under way. In this campaign, the word Teakettle is substituted for all homonyms.

One person starts by leaving the room. By the time "It" returns, the other players have agreed upon a pair of homonyms (in this example, "write" and "right") and each of them has thought of a different sentence using both words together. The sentences need not make much sense, as:

"I insist on my teakettle to teakettle her."

"I will teakettle a letter with my teakettle hand."

Of course, as "It" is told the sentences he is supposed to guess the words which have been so aptly replaced by Teakettle. In a gathering of large size (20 or so), he should be given one guess for each person. When fewer are playing, "It" should be given more guesses accordingly. As soon as he guesses, the player who gave the last clue becomes "It" and gets teakettled in the same manner.

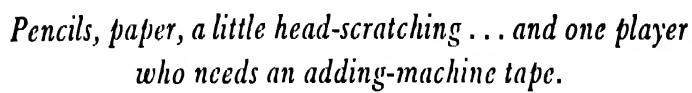
HIDDEN WORDS

As you well know, a better understanding and appreciation of literature comes from reading "between the lines." To this we might add the following bit of advice: "Read *into* the words and find what other words are hidden there." This game will do nothing to increase your reading speed, but it may help your spelling.

You can play all evening with one word. The host chooses it and announces it to everyone, after seeing that all the guests are supplied with pencil and pad. Let's say the word is "automobile." You may write down whatever words can be made (three letters or more) out of the letters in this word. You might find "lot," "but," "mob," etc.

Then—and this will test your knowledge even more—you may also name objects and people ordinarily found in the general word, in this case "automobile." You might name the "driver," "carburetor," "radiator" and so on. Now, after writing these down, you can also analyze them. Out of "driver," you will get words such as "dive," "rid," "river," etc. Out of "carburetor," you may get "arc," "tear," and so on.

Set a time limit of about 15 minutes, if you want. The winner is the player who writes down the longest list of words. If anyone happens to have a roll of adding machine paper in his pocket, you know he is a professional and should never have been invited.





TEST YOUR MEMORY

Why is it so difficult to remember what we have just seen? Is it that our memory is at fault? Or aren't we observant? Perhaps we just don't make use of our natural abilities. Here is a game to test your observation and memory.

The hostess must prepare a table in advance of the party with such objects scattered on it as a pencil, hat, carrot, dish, pin, ribbon, bracelet, ring, spool of thread, cuff link, cigar, paperweight, magazine, clip, eraser, sock, bottle, photograph, trophy, telephone, shoelace, razor blade, tablecloth, pear, coin and book.

The guests each get a piece of paper and pencil, and are allowed no more than 60 seconds to look at the objects. They may not write down what they see, but must wait until the hostess covers the objects with a cloth (or asks the guests to turn their backs). Then the players are supposed to remember every object and write them down in a list.

The player who writes the longest correct list is the winner. Don't be surprised if the winner has only a 50% or 60% score.

GHOSTS AND SUPER-GHOSTS

Since the days of Macbeth, the game of Ghosts has started with one letter of the alphabet. One player in the crowd recites this letter and you're off to a ghostly start. If the letter was T, for example, the second player may add R, with "travel" in mind. The next player follows suit, and the next, each adding letters until a word is about to be completed, and each striving not to end a word himself. The person forced to complete the word becomes one-third of a ghost. (Three-thirds and you disappear.)

A quick-witted player will not tack the L on the end of "travel," but will add S with thought of "travesty," thus dooming another of the players. The quick switch is what has made Ghosts a universal favorite through the ages. Is there an adult who hasn't played the simple version of Ghosts?

Today, everyone is playing Super-Ghosts or Double Ghosts. Unlike its parent game, this starts with two letters and you may add on one letter at a time from either side. For instance, you might start with UD and add an A in front or I on the end, with the word "audible" in mind. A wise spook faced with "audibl" will not add the E but will put an N at the beginning to switch to "inaudible." Switch when you're stuck and be prepared with plenty of prefixes and suffixes!

Many more challenges are given in Super-Ghosts. You will wonder many times what a player has in mind, and if you think he's bluffing, you may challenge him to reveal his word. If the word he has in mind actually can be constructed that way, the challenger becomes one-third of a ghost. But should the bluff be a bluff, or should the challenged player be misspelling the word in mind, then the latter becomes one-third. Proper nouns are not allowed. Naturally, the last person left in the game is the winner.

Some tough nuts to crack for a starting pair are YP, HG and RQ.

BOTTICELLI

In playing this game, none of the participants should claim to be Botticelli, even if they know that artist. Better-known appellations should be picked, such as Einstein, Hopalong Cassidy, Kefauver, Eisenhower, Rita Hayworth, Julius Caesar and others.

"It" will say: "I am a person whose last name begins with C," if he is thinking of Hopalong Cassidy. Then the others have a chance to ask him questions about "C's" work in order to discover his identity.

For instance, a player may ask: "Are you a musician?"

"It's" answer should be: "No, I am not Chopin."

Or: "Are you a statesman?" to which the answer is "No, I am not Churchill."

If someone should ask: "Are you a hockey player?" and "It" cannot answer with the name of a hockey player beginning with C, then the player who stumped him has the right to ask a more specific question. He might then ask: "Are you living?" or "Are you an American?" to which "It" must answer "yes" or "no" truthfully.

The game continues until someone guesses that "C" stands for "Cassidy." The guesser then becomes "It" for a round and offers another mystery letter—anything but "B" for "Botticelli."

TOSS THE PROVERB

When you stub your toe, do you say: "It's no use crying over spilt milk?"

When Junior has cut dolls out of the curtains, do you mutter "Every cloud has a silver lining?"

While trying to live with a toothache, do you remark: "Necessity is the mother of invention," when you mean "Any port in a storm?"

To be able to give forth with the right saying at the right time requires a bit of training. If you have trouble you should learn to play Toss the Proverb. When the players are seated, one player tosses a small empty box or a ball to another player. The receiver must recite a proverb—any proverb—before the thrower counts slowly to 10. If he fails to quote one or if he quotes one which has been used before, he drops out of the game. He returns the object to the thrower who then throws it to another player. In the later rounds, thinking of a proverb is not so easy.

If you have one player noting down on paper the proverbs that are quoted, you can then switch to "Highbrow Proverbs":

The idea is to butcher the beautiful simplicity of our proverbs by recasting them.

For example, "Absence makes the heart grow fonder" may be rephrased: "A lack of appearance can cause a muscle of the circulatory system to pump with greater affection." "A stitch in time saves nine" becomes "A simple movement with a steel object may eliminate as many as the digit before ten."

AVOID THAT LETTER

Too often the conversation at parties gets into a rut. Conscientious hostesses can avoid the situation by selecting a letter of the alphabet and forbidding her guests to use it. At the same time, she tries to *force* them to use it. Here are the results, if the letter she chooses is Q:

HOSTESS (*to John*): What does a duck say?

JOHN: He makes a sound which no other fowl can make.

HOSTESS (*to Elaine*): How does that go—"All What on the Western Front?"

ELAINE: Well, although not quoting the title directly, you could say it is "All Tranquil . . ."

HOSTESS: That's two points against you!

ELAINE: What did I say?

HOSTESS: You said Quoting and tranQuil.

ELAINE: I should have been "All Quiet . . ."

The hostess asks each of her guests one question. Those who become ensnared are assessed one point for each use of the forbidden letter. (A score-keeper keeps track.) Another guest chooses another letter and proceeds to question the others. After all have had a turn at banishing a letter from the language, the points are totalled and the winner is the guest with the lowest total.

When common consonants and vowels are the letters to be avoided, you can pile up points by the dozen. Imagine a sentence without an "c."

DILEMMA

It's a normal evening at home. You're reading the sports page in your newspaper and your wife wants to read the women's page, which, of course, happens to be printed on the back of the sports page. What do you do? Don't bother to answer—we're only posing a dilemma. In this game, the dilemma is more important than the solution.

Now assume you are playing a game. Two guests, selected at random, have left the room. While they're gone, the rest of you have thought of the above dilemma. The guests return and must try to discover your dilemma. They do this by posing *other* dilemmas and gauging your answers to their questions. Here we go:

THE TWO GUESTS: Your car is stalled on the streetcar tracks.
What would you do?

THE REST OF YOU (*answering the question as if it concerned the women's--sports-page dilemma*): I'd tell her to wait a few minutes.

GUESTS: Your wife says it's time for the show to start and you still aren't dressed. What would you do?

YOU: I'd tell her she still isn't finished with the dishes.

The two guests work against a time limit of, say, five minutes. Sometimes the answers are revealing. In the first question the answer provided a clue—"I'd tell *her* . . ." The second (regarding the "dishes") gave no noticeable information and might have been misleading. Before the time is up the dilemma must be discovered. But guess or not, the two guests join the others after the time is up, and two more guests leave the room. The game continues as a new dilemma is conceived.

GUGGENHEIM

	<i>Animal</i>	<i>City</i>	<i>Flower</i>	<i>Food</i>
H	Hamster	Hartford	Honeysuckle	Ham
O	Ostrich	Oklahoma City	Orchid	Orange
S	Steer	Seattle	Sweet Pea	Sausage
P	Pig	Pittsburgh	Petunia	Pork
I	Iguana	Indianapolis	Iris	Ice Cream
T	Tiger	Toledo	Tulip	Tongue
A	Alligator	Annapolis	Apple blossom	Apricot
L	Leopard	Louisville	Lily	Lentil

GUGGENHEIM

Guggenheim say: "Do not be fooled by apparent simplicity of Guggenheim. Guggenheim easy to play, difficult to win."

When your guests are to play Guggenheim, give them each pencil and paper on which you have already copied the framework of the accompanying model (or something similar). Leave blanks for each item except the column headings (Animal, etc.) and the word you are going to use (in this case, Hospital).

The guests get three minutes to fill in the blanks, without collaboration. As the model shows, the first animal, city, etc. must be aligned with the first letter of the Guggenheim word and must begin with that letter. And so, down the line in the same fashion.

Players who choose obvious answers, such as those given in the model, are *not* likely to win. The idea is to get unique items and places to fill in the spaces—but you may not consult dictionaries, atlases, or books of any kind.

The score is figured this way. Let's say you have 15 participants. The maximum for each space then is 15 points and these are awarded to the player who wrote an item no one else used. If five players chose the same word, or if five players chose different words that no one else used, each will get 3 points. When the same word appears on all 15 papers, each player gets just 1 point. The highest number of points wins. Hint: choose a good mathematician to compute the scores.

For a super game, choose words with double letters like Guggenheim and Bookkeeper, and use more column headings, such as Vegetable, Mineral, State, Nation, Athlete, Actor, Politician.

THE MIND READER

At a party the hostess remarked, quite casually, that she had predicted the election of Truman in 1948. How? She had read the minds of the voters. The guests became interested. Could she read their minds—now? The hostess replied that certainly she could read their minds.

Forthwith, she gives each of them a small square of paper of identical size. After the guests write down a word or phrase, they each fold the papers twice in half and hand them to the host. He collects them in a pile and hands them, closed and folded, to the Mind Reader.

The hostess takes the folded paper at the top of the pile, holds it pressed to her forehead, closes her eyes and chants the “magic” words: “Ectoderm, endoderm, oyster, crab. Crayfish, starfish, zoology, lab.” Thus given strength, she quotes the word from the folded paper: “Cat.”

“Why,” says the host, “that’s exactly what I wrote—cat. How does she do it?”

The Mind Reader takes her hand from her forehead, unfolds the paper and reads it. “Yes, ‘cat’ it was,” she says, checking her answer.

Actually, the Mind Reader had a confederate (the host) who by previous arrangement wrote down “cat” and put his paper at the *bottom* of the stack when he turned the papers over to the Mind Reader. When the Mind Reader “checked” on her first answer, she was really reading the contents of the top paper, which everybody thought contained “Cat.” It said “rain”—as the “cat” paper was at the bottom of the pile. So she unhesitatingly holds the folded paper to her forehead, chants the magic words and says: “Rain!”

“Why,” says the person who wrote “rain,” “that’s exactly

what I wrote." Then the Mind Reader "checks" again and finds out what the next word is.

This operation, with the Mind Reader always one jump ahead of the guests, continues until all the words and messages have been quoted. Will the guests catch on? If you and your confederate work together smoothly, their chances of catching on are fifty-fifty.

HINK PINK

Hink Pink, in the Zwatacarmony language, is the imperative form of the verb "to think." Literally translated, it means: "Think! Think! This is what you have to do when you play Hink Pink."

One player will start by saying: "I have a hink pink." What he means is that he is thinking of an object which can be described in two rhyming words, one syllable to a word.

The others ask: "What is your hink pink?"

The player replies with a definition—that it is a fat fish. Then the group is supposed to guess that this particular hink pink is a "stout trout." If he is thinking about smart boys, the answer might be "wise guys." A skillful larceny would be a "deft theft."

After several hink pinks have been batted about, the game switches to Hinky Pinky, calling for rhyming words of two syllables. For example, a skinny animal would be a "bony pony;" a world of stone would be a "granite planet."

Hinketty Pinketty, involving words of three syllables, and lengthier variations are generally restricted to players with I.Q.'s of 150 and up.

YOU'RE IN

How to detect an imposter is taught here in a series of brief, easy lessons. A leader takes on the role of impersonator. He relates a capsule biography of a famous man or woman like this:

"I know I'm a great wit . . . (pause for questions) . . . I used to have red hair . . . and later grew a white beard . . . I associate with people of the theatre." The biographer, in this case, is boasting as would George Bernard Shaw in speaking of himself. But, to keep everyone guessing, he uses such devices as speaking in the first person, thus disguising the sex of the famous person (Shaw would be stated the same way by a female), and he uses the present tense even if the famous person is dead.

The audience may ask the biographer questions, which should be guarded and indirect (not "Are you Shaw?") because those who are "warm" will not want to give away their hunch to the rest. Everyone in the audience is competing against everyone else!

A typical question would be: "Did you ever have a spouse?" which asks about "husband" or "wife" before you know whether the famous person is male or female. In the Shaw example, a player who is almost certain he knows would ask: "Did you ever have dealings with Cleopatra?" The biographer, realizing this questioner knows he is impersonating Shaw, will answer: "You're in." Another player, thinking of the white beard and forgetting the red hair clue, might hint at Monte Woolley in a question. The leader would answer: "No, you're not in."

The players "not in" keep up their bombardment until they are. Then the play begins over again with the first to be "in" doing the impersonation.

MUSIC DETECTIVE

Give your guests' musical memory some exercise that will set them to singing little ditties to themselves. You can play this game as individual contestants or in teams.

The game starts with the host playing several chopped-up bars of music on his phonograph. Of course, he has prepared his records in advance, using cellophane gum tape for markers, so he knows exactly what he wants to play. He may play:

" . . . of liberty! Of thee I . . . "

" . . . my hair is curly! That is why . . . "

" . . . was to certain poor shep- . . . "

Hurriedly, the guests jot down the names of the songs as closely as they can recall or guess. If in teams, the guests may collaborate and come up with one answer only. Naturally, at the end of the record-playing, the guest or team submitting the most correct answers wins.

An especially fiendish host will select strictly instrumental music, thus eliminating such essential clues as lyrics.



WHO'S THE POET?

Portrait of an American male: He forgets birthdays and anniversaries and is embarrassed by sentiment. He reads only the sports pages. He likes a good "western" but pooh-poohs a love film with a "cream puff" actor. In his spare time, he repairs things, goes fishing or plays ball.

Moral of the portrait: Don't be fooled by it. The American male also reads poetry—especially, it is true, when no one is looking. Which poems do men read? Which poems, for that matter, do women read? You'd be surprised!

Who's the Poet shows up your friends for what they are. It shows the type of verse each guest is familiar with and often brings to the surface a hidden personality.

The host selects a number of quotations from well known poems and makes as many copies of the excerpts as he has guests. The players write the names of the poet and poem alongside the quotations. The guest with the most correct answers is the winner.

Crusher McKain, the professional wrestler, may fail to identify everything, except some of Shakespeare's sonnets. And Laura Lovelace, who oozes romance, may be the only player who pegs the line from "Charge of the Light Brigade!"

Here are a few starters:

Know then thyself, presume not God to scan,
The proper study of mankind is man.
(Alexander Pope "An Essay on Man.")

Blow, blow, thou winter wind . . .
(Shakespeare's sonnets)

By the old Moulmein Pagoda, lookin' eastward to the sea
(Kipling "Mandalay")

The fog comes
on little cat feet.

(Carl Sandburg "Fog")

Breathes there a man with soul so dead,
Who never to himself hath said,
"This my own, my native land."

(Sir Walter Scott "Patriotism")

WHY, WHEN, WHERE?

Reporters are remarkable people. Besides being sleuths who solve crimes on television, they can learn almost anything by asking, "When? Why? Where?" Try it and see!

Let one person leave the room while the others decide on a noun for him to guess, e.g. "pencil." When the player ("It") returns, he proceeds with the following journalistic-style interview:

Q.: WHEN do you like it?

A.: Almost anytime.

Q.: WHY do you like it?

A.: It makes life easier.

Q.: WHERE do you like it?

A.: On paper.

"It" continues asking the same questions but always gets new answers. When he guesses the noun, or if he gives up (don't tell his city editor), someone else leaves the room and a new noun is decided upon.

20 QUESTIONS

In this game one player thinks of something that is either an animal, vegetable or mineral. After he has decided what it will be, he asks the group of players to guess what it is. Knowing that there are only 20 questions in which to guess the correct answer, the players should be very selective in their questions.

The game can be made easy or difficult depending upon the experience of the participants. Besides using actual animals, vegetables or minerals the objects to be guessed can be even remotely derived from the three categories. For example, penicillin made from bread mold can be traced to grain or plant life which is vegetable. Other examples are hot water bottle (vegetable), skis (vegetable), Grant's Tomb (mineral), and a mink coat (animal).

For a start, a player announces to the group that he has an object in mind—mineral. (He alone knows he is thinking of the Rock of Gibraltar.)

The following questions might be asked to which he answers "yes" or "no": The players keep count of the number of questions. 1. Is it in this country? *No*. 2. Can it be seen by the naked eye? *Yes*. 3. Is it above ground? *Yes*. 4. Is it valuable? *Yes*. 5. Is it big enough to be walked on? *Yes*. 6. Is it big enough for many people to walk on? *Yes*. 7. Do people live on it? *Yes*. 8. Is it in the eastern hemisphere? *Yes*. 9. Is it in Switzerland? *No*. 10. Is it Mt. Everest? *No*. 11. Is this mineral a symbol of strength? *Yes*. 12. Is it the Rock of Gibraltar? *Yes*.

5. Party Ideas

GAY NINETIES PARTY

If you would like to hold a party that is different, a party with a purpose, theme or idea, try a Gay Nineties party.

The Gents can come in derby (or paper derby) hats, with handlebar mustaches (false, of course) and swinging canes. The Ladies may be attired in Gibson Girl hair-dos and long, flowery dresses. Some of the men may be singing waiters or enter into a barbershop quartet. You can sing the old songs (remember?) like "A Bicycle Built for Two."

The enterprising host and hostess will truly make an effort to borrow a tandem bike or a high-wheeler, along with other mementos of the Gay Nineties, so the house can be decorated in the decor of the times.

The feature attraction may be a "dramatic" skit. The villain is about to foreclose a mortgage on the old homestead, but he is *foiled* in the last minute by Hairbreadth Harry, who waltzes off with the heroine. The dialogue can be extemporaneous, with all of the guests taking part, and no one left in the audience.

CRIME DOESN'T PAY

Everybody—young or old—likes to play “cops and robbers.” You and your guests can release your repressed desires at a Crime Party.

Have your guests masquerade as pickpockets, gun molls, chain gang convicts, Sherlock Holmes, Charlie Chan, assassins, racketeers (flashily-dressed), policewomen, shoplifters, panhandlers, jail matrons and swindlers (with mustache). You might screen (or even frisk) each guest as he enters, just to make sure he's invited and he's not in his regular work clothes.

Featured acts at the party could include a homicide (see the game, Murder), a police lineup (see illustration), a fingerprinting, a prison cell serenade (“If I Had the Wings of an Angel”), a parking fine window, a policy number drawing, a room with military maps (so spies can steal them) and a shopping counter where shoplifters can operate.

You might present a humorous skit based on a Damon Runyon story. A mock trial is lots of fun, with a judge, defendant, district attorney, defense attorney, witnesses and jurors. You can get confessions like “How I stole a crayon in kindergarten,” and “Why my father gave me my first licking.”

Musical atmosphere can be achieved with phonograph records of songs about prison. Of course, for refreshments, bread and water will do—at least for a starter.

An enterprising host will hang rolls of black paper over the wallpaper to simulate prison stripes. Other “props” might include a chair with wires for an electric chair. Breakable objects around the room should be replaced with rubber hoses and copies of detective stories and “Crime and Punishment.”

At the close of the evening, you might “parole” your guests with the requirement that each of them pose first for two photographs—one of the usual type and the other a profile. After



putting a "Wanted" label on each photo with a convict number below, mail the photos later to your guests as a reminder of their evening in jail.

FUND RAISER

Raising funds for a community service project is a noble avocation, but it isn't necessary to go about it in the manner of a tax collector. You can make it a pleasure instead of a chore by giving a Fund Raiser Party. Here are several ways, all popular, to make your guests vie for the opportunity to contribute to charity (tax deductible).

1. Take several bottles with necks of varying sizes, such as milk and pop bottles, and stand them on the floor. Sell your guests 10 toothpicks or matchsticks for a nickel or dime. Guests stand over the bottles—no bending allowed—and try to drop the toothpicks into the bottles. Anyone who gets a toothpick into a wide-necked bottle gets half his money back. Those who get a toothpick into a narrow-necked bottle get the jackpot all their money back.

2. Put a man's hat on the floor and deal out a deck of old cards, 10 to a person. Charge a penny or two for each card. Whoever flips all his cards into the hat from a distance of 10 or 15 feet gets his money back.

3. Fill a pail almost to the brim with water and place it on the floor. Float a small ash tray or a jar lid on the surface. Guests try to pitch pennies into the tray from a position 10 feet away. Pennies which land in the water go to the fund, while those landing in the tray are returned. A scorekeeper may count the number of hits and award a prize at the end of the contest. Note to the host: have a few rolls of pennies at hand so you can make change.

4. If you can stand the wear-and-tear, set up a row of lighted candles and let your guests try to douse the flame with a water pistol at a penny a squirt.

5. Darts or other games—including many in this book—may be adapted for fund raising purposes.

If the police raiding squad appears at your door, invite them in. News of the “raid” may serve as excellent publicity for your affair, and you should also see to it that the officers don’t get away before buying some toothpicks and flipping a few cards and pennies.

HOLLYWOOD TALENT PARTY

The story, probably apocryphal, is that this party originated in Hollywood at a time when there was an excess of talent and little chance to show it off except at house parties. Be that as it may, this party gives all your friends a chance to show their special abilities. Certainly everyone has some special ability and can perform without previous experience. Don’t look now, but your talent is showing!

The hostess phones the invitations and tells the guests to be prepared to present a brief act, song, story, joke, anecdote, musical composition, reading, pantomime—anything amusing or enjoyable.

When the guests arrive (in costume or not), be sure to establish a relaxed atmosphere, free of competition, so that each performer feels comfortable when performing. The sequence of acts can be determined by the hostess or by the guests volunteering, or by both methods. If someone in the crowd has a tape recorder, make certain he brings it along so the acts can be played back to the guests at the end of the party or at a subsequent event.

SMALL FRY PARTY

Why act your age? A Small Fry party is an adequate substitute for the Fountain of Youth which Ponce de Leon sought for years, only to come back older than he started.

At a Small Fry party, instead of *looking* for your youth you bring your childhood with you. You arrive in the clothes you wore in the first grade of school—or a reasonable facsimile thereof. You may borrow your child's or nephew's clothes or any part of their outfits, even just a hat. You can even make or purchase a costume—the type that went out with Buster Brown.

The simple songs you will sing in chorus at the party will not tax even a monotone. You may sing "Good Morning To You," or kindergarten favorites like:

Little birdie in the tree,
In the tree, in the tree,
Little birdie in the tree,
Sing a song to me.
Tweet tweet, tweet, tweet, tweet, etc.

For an accompaniment, ask your guests to raid their children's toy chests for toy pianos, sets of chimes and other instruments to make up a "Small Fry Orchestra." You can also introduce singing games like "Farmer in the Dell," "Ring around the Rosie," and "London Bridge Is Falling Down."

For refreshments you can stage a mock birthday party for any guest who is still able to blow out five candles at once! Serve ice cream and soda pop with straws. Have bubble gum for souvenirs!

An old-fashioned spelling bee, crayon drawing and finger painting would bring some classroom education into the party, but don't introduce too much education. Your guests, fearing report cards, might raise their hands and leave the room.



COME AS YOU ARE!

Invitations to a Come As You Are party *must* be made by telephone. Phone each guest individually well in advance. In case you're inviting couples, you must speak to both husband and wife, preferably at different times of the day.

The first thing you ask the guest over the phone is "How are you dressed now?" When he or she tells you, you say: "Come as you are!"

If the guest is in a house dress—then that's it! If a male is in a T-shirt and old slacks, called from pushing a lawn mower, he comes as he is (but can leave the mower home). If a female is washing windows in jeans and her husband's shirt, she comes that way. (She can add lipstick when she arrives, however.)

When your assorted guests arrive on the appointed evening, you will undoubtedly find them in different moods to match their raiment. This should give your party a real lift. Of course the conversation of the evening will focus on what each was doing when the invitation came through. You will probably be able to play active games because of the informal dress.



ROARING TWENTIES PARTY

Almost a necessity for this type of party is a supply of hip flasks, even if they contain only charged water. You can sit around a speakeasy table with a checkered tablecloth—by candlelight, of course. Or the hostess can serve tea—to remind everyone of the Teapot Dome.

You'll want to do the Charleston to some old records on the gramophone. Perhaps a Black Bottom contest would be in order. Or you might prefer to hear the songs of the era, played on records, hummed by the guests, or strummed by your amateur band of ragtimers on mandolins and ukeleles.

If the host is able to get a projector, screen and some old silent films of Doug Fairbanks, Mary Pickford, Noah Beery, Charlie Chaplin, Charles Ray, or Tom Mix, you'll feel like kids again at a Saturday matinee.

The Boys should come dressed in raccoon coats, if they can be dug out of the mothballs, and the Girls will have their best flapper hats and dresses to display.

The conversation will naturally tend to stocks and bonds, to that financier who jumped from his office window after the market crash, to debates on "keeping cool with Coolidge," stories of Will Rogers, and the Lindbergh solo flight across the Atlantic. The more you can recall, the better the party is going to be.

PICNIC

Those of us who don't mind an army or two of ants frequently go to picnics. Community, office, factory and family picnics are a wonderful institution, and we here note a few ideas that ought to make them at least as enjoyable for you as for the ants.

Besides some games selected from the outdoors chapter of this book, you should stage a few "contests" giving prizes for each of the following:

1. Youngest boy present.
2. Youngest girl present.
3. Couple married longest.
4. Baldest man.
5. Man with most hair on chest.
6. Boy or girl with most freckles.
7. Guessing number of beans in a jar.
8. Guessing distances such as number of feet between two points in front of judging area.
9. Lowest automobile license number.
10. Man who can throw a softball or volley ball the farthest.
11. Woman who can throw a softball or volley ball the farthest.
12. A race to a goal line in which husbands carry their wives (fireman's carry).

And don't forget to top it all off with either a softball game, square or social dance, or a campfire sing-out.



AUCTION BOX LUNCH PARTY

To raise funds for your club or organization projects painlessly, try an Auction Lunch.

Every guest brings a box lunch. It is generally a good idea to agree beforehand how elaborate or simple the lunch should be. Each box should be gift-wrapped, as one factor at the auction will be the gaiety and originality of the wrapping.

In looking for an auctioneer, remember that they are made, not born. Anyone can serve. If you have more than 15 guests, you may need two or three auctioneers.

Each box is auctioned off—at a limited fee or with Mars the limit, whichever course has been agreed upon. The only universal rule is that guests may not buy their own lunches.

Each lunch should be a surprise, a pleasant surprise. So if you have packed a peanut butter and jelly sandwich when turkey and prime ribs of beef have been declared the order of the day, you should leave your surprise at home!

Pass the bicarb—I mean the salt—and keep your comments to yourself!

SWITCHEROO

The cast: Mr. Punch, played by 'Judy (Mrs. Jones). Miss Judy, played by Punch (Mr. Jones). The scene: a Switcheroo party.

In keeping up with the Joneses, Mr. Thompson is disguised as Mrs. Thompson and vice versa; Mr. Clark is posing as Mrs. Clark, etc.

During the Switcheroo party, the men not only dress as women but they imitate their wives at every stage. The wives likewise imitate their husbands. When songs are sung, the men sing like coloratura sopranos and the women like basses. When refreshments are served, the men eat sparingly, concentrating on bonbons, and the women ravenously, mocking their husbands by burying their heads in the sports pages of newspapers. The men should be provided with knitting and the women with cigars.

When conversations are in progress, the men remark—somewhat cattishly—about each other's clothes, while the women, ignoring them, talk about business and politics.

Features of the party could be a style show, with the men modelling their wife's clothes; a weightlifting tournament for the ladies; and a dance in which the males, while waiting to be asked, dance with each other. Of course, the men should be constantly advised to fix their makeup and the women to straighten their ties.

Where does it all end? Well, just start taking pictures and the men will rush to change back to their own clothes.

Hint: Don't come dressed "switcheroo" but change when you get to the party—and avoid possible arrest for impersonation.

COUNTY FAIR

While modern transportation has caused the earth to shrink, bringing distant places closer together, other trends in our civilization have caused a shrinkage in reverse—the farm is shrinking FROM the city. Today, city folks seldom get to know the rustic side of life, a deplorable fact, because farmers know how to live, especially how to live joyously. There is no shindig like a farm shindig, as you will find after you've taken the hints below and arranged a County Fair.

The best place to hold this kind of party is in a gym, barn or large garage. The place should be decorated with makeshift wagon wheels, corn shocks and anything you have which resembles an implement or object from the farm. Also, as part of the setting, the guests should attend in blue jeans or overalls, wearing straw hats and red bandanas and with loose straws dangling from their hair.

In the garage, booths may be set up where ribbons are to be awarded to the "healthiest boy and girl," to the person with the most freckles, and to the girl who baked the best batch of corn bread.

At other booths, games and contests can be held—a nail-hammering "tournament," hitting a scarecrow with a rubber ball, guessing a person's weight and estimating the number of beans in a bottle.

Grand feature should be a barn dance employing an expert caller. Besides the dance music, additional music may come from the guests, who are bound to sing such fitting favorites as "Old MacDonald Had a Farm."

After attending a County Fair, you'll start thinking sooner than you expected about that "little place in the country" and about finally abandoning city life.

LADIES INVITED

Men, here's your big chance to get into the kitchen and reveal your culinary skills. At this party the ladies *must* take it easy and stay out of the kitchen while the men prepare the repast—anything from a midnight supper to a full-course dinner. It's all a "surprise" for the women. The men prepare and serve everything without the fair sex having an inkling of what they are going to get.

The men should have a special committee meeting—at least a phone consultation with the chairman—to check on all the preparations. In planning, Joe, who is always critical of his wife's salads naturally has the chance to be salad chef. Elmer, who has never really been happy with commonplace desserts such as pie, cake and ice cream, has his supreme opportunity to coat scoops of spumoni with finely chopped coconut and serve it with hot chocolate sauce on slices of raspberry-iced angel cake. The hot-dish specialists will have their chance to start off the supper with a spicy fish dish or a rarebit that's really a rabbit.

For comedy, get some blank menus from one of your town's better restaurants and type in the bill-of-fare. Go heavy on the French terminology, such as *ragout de boeuf*, *coq au vin*, *pommes de terre*, etc., and then don't serve anything that is on the menu. Fool the girls!

Then after supper, when the kitchen is all cleaned up by the men—that's part of the agreement—give the kitchen back to the ladies. Whew! Who wanted to eat anyway?

6. *Dramatic Games*

IN THE MANNER OF THE ADVERB

To start on the road to dramatic fame “adverbial” acting is excellent practice, and entertaining at the same time.

One of the guests is chosen “It” and leaves the room, while the others agree on an adverb. When “It” returns, he tries to guess the adverb by asking one player after another to act it out in pantomime. For instance, he may say, “Eat in the manner of the adverb,” in which case the guest must pretend to eat slowly if “slowly” is the chosen adverb. If unsuccessful in guessing, “It” may turn to another player and say, “Laugh in the manner of the adverb,” and that guest will have to laugh slowly in pantomime.

“It” is entitled to ask one performance from each player. If he fails to guess by that time, he has to give up. The crowd tells him the adverb, and another adverb is chosen while “It” goes out again. Should “It” be successful the first time around, the player who gives away the adverb then becomes “It.” If “It” names a synonym—leisurely for slowly, etc.—this is considered a correct guess.

Add zest to your game by using zesty adverbs, such as jerkily, lovingly, spontaneously, enthusiastically, industriously, alertly, conceitedly, and so on.

CHARADES

The ancient game of Charades (or The Game) is still as popular today as it was before the movies and television attracted amateur actors out of the nation's living rooms. Playing charades was (and still is) considered good preparation for acting in the silent movies.

Remember those wordless love scenes? The villain silently threatening the heroine? The inarticulate but comic Keystone cops? Have YOU ever tried acting that way? Charades is the game dedicated to the preservation of pantomime.

There are many variations of charades but all have one element in common. A performer acts out—without talking, without writing, without touching any objects or otherwise using “props”—a word, phrase or idea for others to guess.



WORD CHARADES

A play in syllables.

Cast of Characters: James Smith, playing the lead, a silent role.

The non-guessers, who have written Smith's script. The audience, who try to guess Smith's message.

SMITH holds up four fingers.

AUDIENCE: The word has four syllables.

SMITH holds up one finger.

AUDIENCE: He's going to act out the first syllable.

SMITH goes through the motion of pushing a lawn mower. Does it again and again.

ONE OF THE AUDIENCE: He's mowing the lawn. Mow?

SMITH nods head affirmatively, then holds up two fingers.

AUDIENCE: Now the second syllable.

SMITH pretends to be tying a knot near his shoe lace without actually touching his shoe or lace.

ONE OF THE AUDIENCE: Knot? Not?

SMITH nods affirmatively again, indicating right answer. Displays three fingers.

AUDIENCE: Now the third syllable. "Mow-not" so far.

SMITH pretends to sit down on a chair.

VARIOUS MEMBER OF AUDIENCE: Chair? Sit? Down?

SMITH shakes his head negatively to all of these.

ONE OF THE AUDIENCE: On?

SMITH nods head affirmatively, then holds up four fingers.

AUDIENCE: "Mow-not-on" is what we have. Here's the fourth syllable.

SMITH points to everyone in the room with a wide gesture and includes himself.

AUDIENCE: Us! "Mow-not-on-us." Monotonous!

Timekeeper (one of the non-guessing team) checks the time on his watch.

You have just witnessed a game of word charades, played with teams, in which Smith was acting out the word which the non-guessing team had made up. The length of time it took Smith's team to guess the word counts as his team's score. After Smith's performance one of the non-guessers picks a paper slip with a word on it from Smith's team's box. Now *he* must pantomime the word for his team which becomes his audience. And so the game goes, with all members of each team having a turn. The lowest score, counted in minutes and seconds, wins.

If you have five or fewer players, it is better to have each person play individually, instead of in teams. In this case, each player makes up his own word. The score of each is kept and the player with the lowest score after several rounds is the winner.

If the audience cannot guess the charade within a certain time limit, the performer or his team receives the full time as its score. Three minutes is the usual limit for one word.

BIG TIME CHARADES

After your group of silent thespians becomes adept at one-word charades, it is ready for the Big Time. These longer charades are played and scored on the same principles.

The mystery phrase may be a slogan, quotation, title of a song, book or play, proverb, program title, historical event, national or international activity, or anything which is a well-known combination of words. Each team gets together in private and decides what phrases to write on the slips and put into its box for the opposing team to dramatize. Usually a limit of eight words to a phrase is agreed upon. The length of time for guessing, when using an eight-word limit, is generally five or six minutes.

In the Big Time, the teams are allowed to use standard signals, which are decided upon and announced in advance, to denote conjunctions, articles and other minor words, such as "and," "the," "of," "from," "to," "although," and so forth. Many players signal by holding up thumb and forefinger about one-half inch apart; others touch the top of their heads with one finger; some hold up a crooked forefinger. Whatever you choose, the signals may also be used if a syllable of a long word sounds like a minor word, such as "on" in "monotonous," which Smith may have denoted with a signal in the previous charade, instead of sitting "on" a chair. To show that your problem phrase is a quotation or a title, you may hold up two crooked forefingers to resemble quotation marks.

Big Time is played like Word Charades, with a player from one team picking a slip from the other team's box. He gets a minute to study the phrase and decide how he is going to portray it. He may decide to act out the whole idea in one grand fling, in which case he sweeps his arm in a big circle to show this is what he will attempt. Otherwise he begins (when the timing starts) by holding up as many fingers as he has words to act out. Then he holds up fingers to indicate the word of the

phrase he is starting with, for example, three fingers to show he is starting with the third word. Now he holds fingers across the raised palm of his other hand to indicate the number of syllables of that word, and finally he shows fingers across palm to indicate the syllable he will begin with. He acts this out and goes on to the next word or syllable. If his team has difficulty guessing, he may decide to go on before they solve it, or choose another way of acting the same thing.

The performer usually chooses to give the minor words first, using signals, so his team only has to fill in the blanks. He can wave his team on if they are close to guessing, but haven't hit the spot exactly.

Non-guessers have just as much fun as guessers if they don't peek at the slip the performer chose. His acting is likely to be just as puzzling to them as to his team.

Here are some easy phrases that will serve as starters: "This Side of Paradise," "A Tale of Two Cities," "Give me liberty or give me death!" and "Let Me Call You Sweetheart." Sometimes a team will guess the whole phrase correctly if it gets one word, so the performers must try to hit upon the key word first. For instance, if he poses with one arm raised like the Statue of Liberty, his team will quickly get Liberty and from this it is but a short step to Patrick Henry's famous words.

Here's a hint for making up tough phrases: the hardest things to dramatize are intangibles, concepts and words of value, such as "free." You are not allowed to use "props" of any sort in dramatizing and you can't draw letters or signs in the air either.

Ready? Camera! Lights! Action!

MUSICAL CHARADES

Having trained your cast in one-word and multiple-word charades, you are ready to play the Broadway-musical variety of charades. Here all the crowd, even the "extras," get into the act but, since pantomime is preserved, you will not hear voices. Instead of singing songs, one troupe or team acts out one or more of the song's verses for the other team to guess. It is probably just as well that the game is silent.

You should dramatize the idea of the song rather than its individual words and syllables. For instance, "Yankee Doodle Dandy" may best be done with the whole team marching and saluting. "Tell Me Pretty Maiden" may be done by mimicking a line of chorus girls. "Brother, Can You Spare a Dime?" may be set up on a simulated street corner. Our more modern songs lend themselves just as easily to group charade-acting.

If a charade proves too difficult for the audience to guess, the acting team may generously drop a hint as to what type of song it is—whether jazz, spiritual, classical or collegiate.

Musical charades are less competitive than the other types, but definitely just as amusing.

ART CHARADES

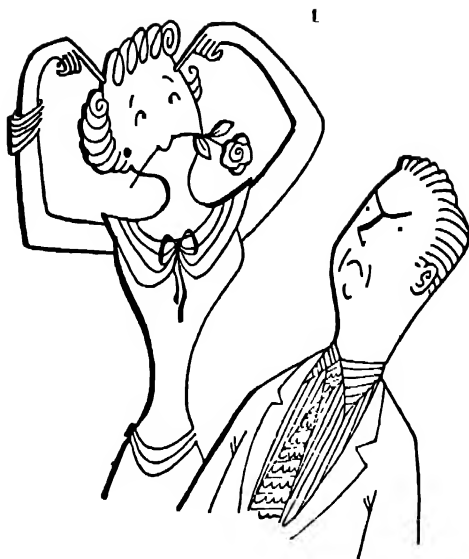
Pantomime is fine for most of the evening, but after several hours of gesticulating and grimacing your guests may become jittery. Before tedium sets in, switch to art charades.

In this type, the ideas are represented on paper in pictures or diagrams, rather than acted out. First the group is divided into equal teams. The nonparticipating host whispers a title, slogan or word to one representative of each team simultaneously. The players then rush back to their assembled teams, take up paper and pencil and try hurriedly to illustrate the given idea to their team. Teams may not peek at the other's art.

Any symbol may be used in the drawing but words and letters of the alphabet cannot, of course, be written out. For example, if the idea to be drawn is "New York City" one "artist" may draw a skyscraper silhouette, while the other may sketch a series of theatre marquees.

One point is awarded to the team guessing the charade first. Each player has a chance to try his hand at sketching, and then the team scores are tallied to determine the final winner. Save your sheets of paper after you are through, and compare them with the art which your children bring home from kindergarten.





MAKE ME LAUGH

Poker players should be excluded from this game on the grounds of greater experience and superior will power. After the game is over, all the guests may attend the coronation of the Mr. and Mrs. Sourpuss of the party.

Starting off, the guests sit in a circle and watch the antics of one volunteer (usually the host or hostess) who is "It." "It" stands in the center and does everything he can to make his audience laugh. He may stick out his tongue, tell a joke, laugh himself, sing a song, do a dance or ape one of the other guests. Anything goes, but all holds are barred—meaning any touching or tickling of the guests.

The audience, of course, tries to refrain from laughing. When one does laugh, he must step into the center of the circle and join the horseplay. Finally, the center area will include everybody but the two champions.

PAPER BAG DRAMATICS

You don't have to be a dramatist to play this game. All you need is a paper bag full of assorted items, and a good imagination.

Here's how it goes: Divide the group into teams with about five to 10 players on each team. Then take several paper bags—one for each team—and fill them, but put different objects in each bag. Then each team has 10 minutes to prepare a skit using the objects in the bag.

For example, Team A has a bag containing a banana peel, a comb, a lady's purse, detective's badge, a mustache and a handkerchief. The group may decide to enact a skit that can go like this:

Two underworld characters, one with a mustache, are planning a robbery. They are sitting on a park bench, and the thug with the mustache is eating a banana. He takes the banana peel, rubs off his fingerprints with a handkerchief, and tosses it on the ground (not on the rug, please) for an unsuspecting victim to slip on. A sweet young thing, swinging her purse as she walks along, slips on the peel. One of the thugs comes to her rescue, and helps her get up. As she opens her purse to take out a comb to rearrange her dishevelled hair, the other character darts out and grabs her purse.

She and the first thug run after the robber, but he escapes. A detective appears wearing the badge. He sees the banana peel, and upon examining it finds a hair on it. "Aha," he wisely proclaims, "the man who was eating this had a mustache." Our thug quickly pulls a razor out of his pocket and begins to shave off the mustache, but he is caught in time, etc.

Don't bother to memorize lines, just make them up as you go along. You'll be surprised at your hidden talent.

SHADOW PLAY

False eyelashes, eye shadow, and a make-up man are *not* necessary for this play. It's your shadow that counts.

First thing you'll need is a sheet. Hang it in a double doorway or on a clothesline stretched across the room. About six or eight feet behind the sheet place a strong electric bulb or a spotlight if you have one.

Once you've set up the sheet and light, turn off all the lights except the one backstage behind the sheet. All action takes place between the light and the sheet. You will notice that the shadow will be much larger than the actor. Take advantage of this by using equipment that makes humorous or interesting shadows. And, be sure to practice just where to stand in relation to the light and sheet.

For your shadow play you can use all sorts of devices. You can have one or more actors do pantomimes while others speak the lines or use simple narrations. Remember it's the shadow that counts, so make use of it.

One play that can be done is a surgery scene. The patient lies on a table, and the doctor removes the intestines, pulling an endlessly long rope from the vicinity of the patient's abdomen. Another player might complain of a pain in his nose. As he talks to the doctor about it the nose gets larger and larger. This can be a balloon which the patient blows as he describes his symptoms. The doctor can slowly move a pin toward the bulbous nose until he eliminates the difficulty with a bang!

Just let your imagination go for good shadow plays, and have fun!

7. *Club and Church Social Events*

APPLESAUCE

There are perhaps 101—our favorite number—ways to eat an apple, but here is the easiest way: Become the “anchor man” on a team-of-five when Applesauce is being played.

The hostess gives each team an apple and a paring knife. The first player on each team peels the apple. Second player cuts it in halves and the third player slices the apple into quarters. No. 4 removes the core from each quarter. Then No. 5—as advertised—eats the apple! First to finish wins, but don’t eat so fast that the apple brings the doctor instead of keeping him away!

You can play Applesauce with more than five on a team simply by adding another process—such as slicing the apple into eighths—for each additional player.

WARMER UPPER

(This is an all 'round mixer, excellent to start off a mass activity with 20 people or more. It provides ten minutes of group activity during which your guests will get warmed up and set for other games or activities in your program).

You begin with "Simon Says." If you are leading this game, take a prominent position facing the group and have the players stand about eight feet apart so they will have enough space for free movement. You begin by saying, "Simon says, hello," and everyone must then say hello.

Next you might say, "Simon says hands up." You raise your hands and everybody follows suit. Then if you say, "Raise your right leg," and you raise your leg, the players must *not* obey the command, because it wasn't prefaced with "Simon says." You can make the game very funny by purposely confusing the players. For example, you can say, "Simon says, hands on hips," and at the same time you place your hands on your head. People will be amused when they find themselves doing what you *did*, rather than what you *said*.

As players make mistakes they drop out of the game and form a line to one side. You can continue playing till only one player (the winner) remains; if the game goes on too long and seems to pall, you can stop.

Now you lead the line in a game of "Follow the Leader." If you are the athletic type, don't make it too strenuous for the others to enjoy. Walk around the room in a figure "8" and then turn and walk sideways a few steps, try a hop or two, a skip and a jump and a few minutes of a simple exercise. The idea is to leave the guests refreshed, not exhausted, and all sparked up for the rest of the festivities.

SPARE A DIME?

Is there anything that will spur a large party to get acquainted? Yes, a few dimes! Politicians have been known to shake hands with their enemies for just a vote. For a dime reward, most people will shake hands with anybody—unless someone knows of another house party where quarters are being passed out!

The hostess subtly extends her bribe by making it part of a game. Secretly, she gives dimes to a few confederates, choosing one confederate for every 5 or 10 guests. Then she announces that *a few people* in the room are holding dimes and that their coins will be given to the lucky 5th, 10th and 15th guest to shake the hand of each.

Well, whose hand would *you* shake? Not knowing who has the dimes, you won't be likely to take any chances. You'll shake hands with everybody! Meanwhile, as the campaigning progresses, the confederates keep count of the guests who greet them. After everyone's hand has been through the wringer a few times, Santa's little helpers make themselves known and give out the dimes to the winners.

Now that everybody's acquainted, let them keep the change—it was worth it!

OPPOSITES

If you happen to have an extraordinarily large number of guests, try Opposites. As a substitute for formal introductions, this game has met with unparalleled success.

Pieces of string of equal size are handed to each guest, and then all the guests gather in a circle. In the center of the ring stands the host or hostess, holding the other end of each string. The formation resembles a wheel, with the guests forming the rim and the strings like spokes. The "wheel" rotates as each guest in order calls out his name. Everybody must listen carefully and particularly try to remember the name of the person on his right.

Now the fun begins as the host shouts commands. Each guest must answer each command by doing the *opposite*. Not only that, but each guest must imagine he is not himself, but the player to his right. For instance, when the leader says: "All first names from A to M, drop strings," each player must go through a lightning reasoning routine like this:

"I'm the person on my right. His name is John (I think). So I'm John now. The leader said all first names from A to M, so I'm in that group. What am I supposed to do? The opposite of what he ordered. He said my group is to drop strings so I'll hold on to mine."

Sounds simple? Suppose the person on your right is named Ralph. Then you would be not an "A-to-M" name, and you would have to drop your string, because you must do the opposite of what the leader commands, and you must respond to each order. As the host barks out a variety of commands, in progressively faster order, he usually gets these results!

1. His guests catch on fast and have riotous fun.
2. They learn each other's names because they switch identities (especially if you make position changes in the circle).
3. They forget their own names. This is a signal that it's time to start another game.



*They'll learn each other's names, even if they
forget their own.*

BUZZ

ANNOUNCER: And now, Mrs. Burlingame, will you please tell the audience how old you are?

MRS. BURLINGAME: Buzz-buzz.

WIFE: Were you gambling again? How much did you lose?

HUSBAND: Rags-bones.

These are just two examples of how useful the language of Buzz can be, and how, once learned, it can save you from embarrassing situations. But, to buzz or not to buzz is not the question. The real issues are: when to buzz (answer: it's wonderful fun while you are riding or waiting) and how to buzz (see below).

Buzz is a counting game. Let's say that you have chosen 3 as the buzz number. The first player counts "1," the second player "2" and the third player must say "buzz" now instead of "3." The counting continues, going in a clockwise circle, "4," "5," "buzz" (since 6 is a multiple of 3). The next buzzes come on the numbers 9, 12, 15 (since 15 contains a 3), 18, 21, 24, etc. When the count reaches the 30's, the correct forms are: buzz (for 30), buzz-1, buzz-2, buzz-buzz, buzz-4, buzz-5, buzz-buzz, buzz-7, and so on.

Players are eliminated when they say the number instead of "buzz" or when they say "buzz" for the wrong number. The game continues without them and the last player left in the counting wins.

The game is often played with 7 as the buzz number. You can actually use any number or any number of buzz numbers. For instance, you may have 3 as "buzz" with 5 as "rags" and 7 as "bones." Under these conditions, the count in the 50's would

sound like this: rags (for 50), buzz (for 51), rags-2, rags-buzz, buzz, rags-rags, bones (for 56), rags-bones, etc.

As a parlor game with a large crowd, try Super-Buzz. The object is for the crowd to count to 100 without an error, using 3 for buzz, but having the direction of the count switch from clockwise to counterclockwise every time a player says "buzz." Even a convention of mathematicians would have trouble with this.

ALPHABET RACE

We adults, at party after party, speak with piteous longing of our childhood days, passing such remarks as: "I wish I were back in fifth grade and really living again!" Let's not kid ourselves. What were we doing in fifth grade? We got report cards and we had spelling bees. Nothing too difficult about holding a spelling bee. In fact, we will find that spelling is a wonderful pastime for adults, provided that two or more heads are put together and we can see that all our friends are in the same class. We may even get rid of our spelling complexes by this reversion to childhood.

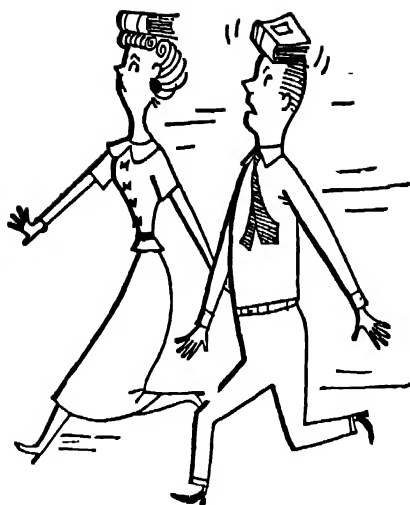
This is the way to do it. A leader (host or hostess) writes certain letters of the alphabet, one each, on the backs of a number of paper plates or on 5 x 7 pieces of cardboard. He writes the same letters once in red crayon and once in black crayon on two sets of plates, making one plate for every person in the group. He should use an abundance of vowels, use letters like H and K sparingly, and perhaps give out no Q's or Z's. The leader should also have a list of words prepared in advance using only the letters on the plates.

The game starts with the guests dividing into two equal teams. One team gets the plates with red letters and the other the black.

Each team now has exactly the same letters. When the leader calls out a word (for example, "Arbitrary") the players on each team holding those letters rush to opposite ends of the room and hold up their plates to form the word—correctly spelled, of course. First team to form the word correctly scores a point. Then the teams come back to the center and are ready for the next word.

Although a large guest list allows for the more difficult and longer words to be formed, Alphabet Race is equally successful with small groups. The leader may call out a simple word, such as "Camp." Immediately several A's from each team rush to their goal. There is only room for one and they may cause their team to lose a point. With a very small group, two or three letters can be given to each player—and then watch the fun!

If your guests turn out to be good spellers and find the game too easy, you can keep them winded by calling out the names in quick succession. Or, you can keep them punchdrunk with false leads by calling out the key word at the end of a long, involved sentence recited slowly, such as: "On the advice of party stalwarts in Congress, the President avoided a fight over tariff revision, although he endorsed the reciprocal trade agreement, which had been described as, on the whole, **ARBITRARY!**" Then watch them run!



BOOK RACE

There is only one way books can meet competition from television—the book must be made indispensable. Therefore, we offer this game which can be played much more easily with a book than with a television set.

Give a book (each about the same size) to each guest. Have the players face a line on the other side of the room or about 20 feet ahead. Let them balance the books on their heads. Then, at a starting signal, the players race toward the distant line, reach it, turn around and race back. Hands may be used only after a book slides off a player's skull and hits the ground. Before that player again moves forward, he must pick up the book and balance it on his head, then drop his hands to his sides. The winner is the player who makes the round trip fastest.

In larger groups, it's a good idea to play the game as a relay, with one book being given to each team. When a player returns to the starting line in the relay, he hands the book to the next racer, and so on, repeating the operation, until one team wins.

For a super-duper race, use dictionaries or encyclopedias.

NUMBERS

Numbers is designed for those occasions when host and hostess consider groups of one practically illegal. By its mix-master motion it keeps everyone hopping, gabbing and making friends.

Any host who has been a drill sergeant will do. His job is to sound off in the proper manner. When he barks, "Mix into threes!" the guests scurry into groups of three. Then quickly the host-sergeant shouts: "Mix into fives!" The guests stumble over each other in order to get into groups of the required size. You will find that at some point your guests become too excited to count straight.

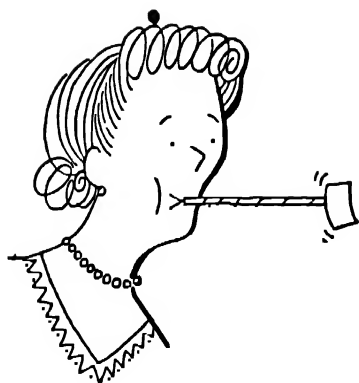
Conversation comes naturally under these circumstances. Keep on calling until all the guests meet each other. Of course, any host who leaves his guests panting too hard will be defeating his purpose.

SALTY WHISTLE RACE

The art of whistling has lost its nobility and sunk to unspeakable depths, i.e. the wolf whistle. In this game we will attempt to revive the art through constructive channels. Every home has salty crackers. Each guest should be given one. The purpose of the game is to whistle as soon as possible after eating the cracker.

Give a starting signal and let all your guests get a fair start.

The last player to whistle receives a penalty. He must whistle an entire song. If you are thinking at this point—what's so hard about whistling after eating a salty cracker?—try it yourself.



CARRIER PIGEON RELAY

In this game everybody gets a chance to flap his wings and act like a homing pigeon. First, the host provides all the guests with makeshift beaks in the form of paper or plastic soda straws. He also divides the group into equal teams and gives the leader of each team a "message" which is really a piece of paper no more than two inches square. Flight is achieved by flapping arms as you run, all the while clenching your straw between your teeth and holding the paper at the other end of the straw by sucking in your breath.

As the game gets under way, the leader of each team must run to a line across the room (or about 20 feet away) keeping the paper on his straw without use of hands. If the paper should drop, he must pick it up by inhaling on the straw.

When he returns from across the room, he delivers the message to the next player in line, who must then do the same thing. And so on, until each player has been a pigeon. The first team to complete the flight wins.

JONES	HARDY	LITTLE	CHASE
THOMAS	SMITH	DENNINGSON	KANE
SCOTT	FISH	BROWN	RUSSELL
GREEN	JOHNSON	MASON	LEWIS

On your Human Bingo chart, a straight line of X's in any direction is what you are aiming for.

HUMAN BINGO

If you don't know Bingo by now, it's time you learned this new way.

First, each player is given a sheet of typewriter-size paper ($8\frac{1}{2} \times 11$) and also a small slip of paper on which he writes his name. Then the host collects all the name slips in a small box, counts them and announces how many players there are. Upon learning this number, each player takes his big sheet of paper and draws a chart of squares on it. (See diagram.) If there are 9 to 15 players, he draws 3 squares in each direction, making a total of 9 squares; if there are 16 to 24, he draws 4 squares horizontally and vertically, giving a total of 16; if there are 25 to 35 players, 5 squares each way, making a total of 25; if 36 or more players, use a chart with 6 each way, with total of 36.

Now, each player takes his chart and walks around the room, asking names and writing them down in the squares in any order he prefers. However, he must write a *different* player's name in each square, and when he has completed his chart it should be filled. (He may not have some players' names on it—as, for instance, with 19 players he will have only 16 squares with names.)

When the charts are ready, the host reaches into the box and pulls out one slip at a time, calling out the name on the slip. The players then put an X through that name on their chart, if they have the name. When one player (or more) has a complete string of crossed out names on his chart in a straight line, either horizontally, vertically or diagonally, he shouts "Bingo!"

For a second play-off, the slips of paper are all placed in the box again, new charts are made out and the same procedure is repeated.

TIE AND NEEDLE RELAY

The economist who first spoke of “division of labor” was undoubtedly inspired by his observations of men and women at typical tasks. But, what happens, for instance, if a man tries to thread a needle and a woman tries to tie a necktie? How long will it take? And will the performance make the man and/or woman appear unduly ridiculous?

The best way to answer these questions is to dramatize them with a crowd. Have your group participate in a Tie and Needle Relay, which demonstrates the extent of the male and female worlds and shows whether they can economically overlap.

Divide your group into teams—as many teams as you want—but each with the same number of male-and-female couples. Give the first couple on each team a necktie and a needle and thread.

At the starting signal, the woman attempts to tie the necktie on the man’s neck over his collar and other tie. At the same time, the man tries to thread the needle. When the couple completes this task, the man removes the tie and the woman the thread and they pass the materials on to the next couple of the team. The second couple repeats the tying and threading, and so on, until all the couples on the team have had a turn.

First team to complete the operation wins. Hint: be sure to provide sturdy neckties, not flimsy silk ones.

8. *Picnic and Outdoor Games*

SHOE SCRAMBLE

To release the frustrations of those who have never been able to push their way through crowds at a bargain counter and grab the article in demand, this game is just right. Try it with a big crowd at your next picnic, indoors or out.

All the players must take off their shoes to play. Then all the shoes are mixed up in one big pile on the ground or at one end of the room. Equal teams are formed, and a starting point is set at a good distance from the pile. At a signal, the first player on each team dashes to the pile, finds his own shoes, puts them on and returns to his team to tag off the next player. First team to graduate completely from the barefoot state wins.

If the players are few (or even if you have a big crowd), the game may be played without teams and with all the players racing for the pile at the same time. This more closely resembles a department store scene. Expert shoppers need not bar themselves from the game, but should refrain from crowding after they succeed in finding their bootery.

MINT RELAY

An approach to the problem of how to use the hole in a doughnut is made in the Mint Relay. Use small candy mints with center holes (one for each team) or if you prefer, play the game just as successfully with doughnuts and sticks.

First, organize several teams of equal number and have them line up in single file. Arm each player with a toothpick, and give each of the leaders a mint. The leader spears the mint with his toothpick in his mouth, turns and tries to pass it to the toothpick of the next player. No hands allowed.

When the mint has been passed down the line, toothpick to toothpick, and reaches the last player that player runs with toothpick and mint to the head of the line where he assumes the first position in his file. Everybody moves back a step. The mint is passed again. Each of the players must carry the mint, and the first team to finish the whole sequence wins.

If the mint should fall from the toothpick, it must be picked up with the toothpick alone—with no hands allowed. You'll find toothpicks are somewhat fragile and can't withstand much pressure.

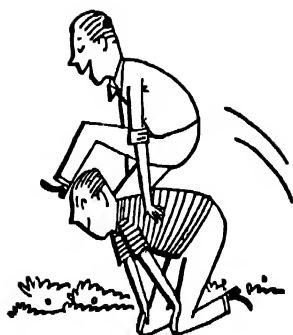


THREE-LEGGED RACE

This game may be played to the accompaniment of a zitherist strumming the “Third Leg” theme. To play (the game, that is) just imagine that you and your partner are making a break from a chain gang. You are standing side by side and your adjoining legs are tied together with a soft rope or rag. This combination of limbs is what is known as the Third Leg.

Now all the three-leggers line up in teams. The first pair of each team is going to make a break for it, as the cheering section lets loose. The racers run, hop and jump to a wall or line 50 feet away, then back to the starting line. After they tag off the next pairs, they are allowed to roll on the ground exhausted. The spotlight stays on the race as the pairs each get a turn to run. First team to “escape” completely wins.

With a small group, all the three-leggers can race at the same time, but must avoid bumping the pair in the adjoining lane.



CIRCLE LEAP FROG

While the steaks are being broiled over the charcoal, or when the tide is out and the sand looks inviting, here is the ideal game to build up an appetite without going anywhere. It's like a merry-go-round.

Divide your group into equal teams, with each team forming a separate circle. The players should stand front to back and an arm's length away from each other. Then each bends over, placing his hands on his knees.

At a signal, the leader of each team begins to leap-frog over his charges. When he completes his round and returns to his original spot, he taps the player in front of him, who then takes off in like fashion. First team to finish stands erect with all of its members panting in unison. The prize may be an extra steak for each of the heroes.

A man's game, this is more fun if the youthful girls mix in.

SUITCASE MYSTERY

Getting dressed and undressed at a picnic in front of an audience may sound shocking to Aunt Matilda, but just let her play too and she'll see why people have such fun playing Suitcase Mystery.

Begin by dividing the group into several equal teams, assigning a suitcase to each team. If the teams each consist of five players, for example, you would then place five pieces of clothing in each suitcase, in other words one item for each player. Use both male and female items of outer- and underclothing. Then put the suitcases about 50 feet from the starting line.

At a signal, the first player of each team runs to his team's suitcase, opens it, clads himself in the *first* item of clothing he touches (be it a second pair of underpants or a nylon stocking), closes the suitcase and dashes back to his team to tag off the next player.

As soon as everybody on the team has donned one piece of clothing, the game continues in reverse without stop. The first player races off again to the suitcase, opens it, takes off the item of clothing, puts it in the suitcase, closes the suitcase and runs back to tag off the next player. First team to finish wins.

You will see some unusual outfits, but nothing likely to set a new style.



BLIND HORSE TURNABOUT

Here is a grand opportunity for each guest to turn the tables and become a backseat driver temporarily. Divide the group into couples—male and female pairs preferably. One of each couple puts a paper bag over his head (becoming a “blind horse”) and the other becomes a “rider” or backseat driver.

A straightaway course of about 50 feet should be selected. Then all the teams of horses and riders line up at the starting line. The riders act as guides, orally directing the horses but never touching them after the turnabout at the start. At the signal, the horses are turned around by their riders three times. Dizzy or not, off they then go on the trail with the riders urging them: “Whoa! Right! Bear left!”

When a pair completes the excursion in one direction, the horses remove their paper bags and become backseat drivers, and the riders become horses. Back the horses come down the home-stretch, after being turned around three times by their riders. The first team to complete the course wins, and has the right to claim backseat honors.

SALUJEE

If there were a glossary in this book, almost everyone would look up the word "Salujee" which would be defined as follows:

Salujee is an outdoor (or indoor) game played with a knotted towel (sometimes with a rubber ball or baseball). One of the players ("It") must catch the towel. The other players, formed in a circle, throw the towel to each other, keeping it from falling into "It's" hands. If "It" intercepts the towel in midair, he changes places with the person who made the throw, and that player becomes "It." However, "It" may also seize the towel while it is in a player's hands—not only when it is being thrown. The player responsible then becomes "It."

In lieu of a pass across the circle, a short lateral may be made to an adjoining player. This generally fools "It." Another method is to feint a throw. Teasing "It" is acceptable—a player may hold out the towel and as "It" draws near throws it over his head. Sometimes the player may hold the towel too long and "It" will yank it from his hand or block the throw. This is as good as an interception.

In other words, Salujee is similar to a passing drill in basketball practice. It can be just as strenuous, and is not recommended for older ladies.

CRAB AND MONKEY RELAY

Walking is okay, but too much of it gets tiresome, even if you're not in the infantry. Imagine all the miles you walk, walk, walk—just from the kitchen to the living room, and from home to office.

Is there no relief? The answer is yes. Man is capable of getting about as the crabs and monkeys do, effortlessly.

To walk like a crab, use all fours, with your back parallel to the ground. Steer with your feet, and let your hands bring up the rear.

To walk like a monkey (and feel like one), bend forward, place your hands on the ground in front of you and proceed on all fours. You'll wobble just like an ape.

At your next outdoor party, divide your guests into equal teams and have the teams line up single file. The first player in each line must walk like a crab to a line 30 feet away, and return walking like a monkey. They tag off the next players in line and the relay keeps going the same way.

After a number of relays, you'll find that walking around the house like a crab or monkey is a relaxing departure from your usual routine. (Don't try to explain your actions to your children.)

DODGE BALL

There's nothing like that old favorite, Dodge Ball, to raise a sweat—and an appetite for wieners, ants and even sand.

Divide up into two teams. One team forms a circle and the other team stands within the circle. The players of the outer team have a volley ball or beach ball which they throw at the center players in an attempt to eliminate them. A toss of the ball, a touch on the ankle, foot or leg and the touched player retires from the game. The circle team may toss the ball around the circle in an effort to confuse their opponents and keep them on the run. The center players take a tip from the title of the game and *dodge!*

A timekeeper notes how long it takes before ALL the players on the inner team are eliminated. Then the teams change places. The group which survives longest inside the circle is the winner.

ELBOW TAG

Some people need a psychiatrist in order to learn when to make attachments and particularly when to give them up. Elbow Tag will teach you to do it—and fast—for free!

Divide your group into couples, not necessarily mixed. Let each pair link elbows and place loose hands on hips. Spot the couples about fifteen feet apart. "A" and "B", an unattached couple, must find attachments.

"A" is chasing "B" and in order to avoid being tagged the latter decides to make an attachment. As he weaves in and out among the couples, he hooks onto a loose elbow of any other player, "C". Thus a chain reaction sets in. At this point "C's" partner, "D", must quickly detach himself and start running, for now *he* has become "A's" quarry.

When "A" succeeds in tagging someone the tables are turned. "A" becomes the quarry and he is pursued by the person he tagged.

ICE CUBE SURPRISE

Nothing is so refreshing on a hot day as an ice cube. It is usually found in a glass—floating on top of an appropriate liquid—but for the purpose of this game any plain fresh ice cube will do.

Half of the fun of this game is making the ice cube cometh as a surprise to your guests. So, first divide your group into teams and line up each team in a single file. Give table knives to the last person in each file. Then announce that everyone must keep eyes closed as you hand an object to the first in each line. The object is to be passed from player to player down the line to the rear man, who must put the object on the blade of his knife and walk (but not run) to a line 25 feet to the rear. On reaching there, he must turn around, walk back, pass the knife and object to the next player, and so on. First team to complete the relay wins.

When the object turns out to be an ice cube, the players will be so startled by its cold slipperiness as it's placed in their hands, they will be likely to drop it. Of course, this loses time for the team, as the cube must be picked up (with eyes still closed) and the passing resumed.

Eyes may be opened once the ice cube has reached the first anchor man and he starts with the knife. Practice with a cube on a knife and see how it handles. It slides but can be handled easily. Limit each team to five players or your ice cubes will disappear before the game is over.

9. Games While Traveling

NEIGHBORS

So long as the driver of the car keeps on the route and is not confused when he hears the names of other states, it's all right to play Neighbors.

One passenger takes the road map and says: "I am Kansas. Who are my neighbors?" The others try to name all the states bordering on Kansas, and the player naming the greatest number of them inherits the map. He names another state, asking for *its* neighbors.

After you cover the United States and learn anew its 48 states and their locations, you can enlarge your scope to "Good Neighbors," which concerns Latin America. Then go on to the map of Europe, Asia, etc. It's best to have an up-to-date Atlas in the car.

EPPIZOOTICS

Ever since Abraham Lincoln wrote the first draft of the Gettysburg Address on the back of an envelope while riding in a train, people have been trying to devise an equally good way of utilizing such waste space. Eppizootics leads the way!

Two or more "authors" may gather in conference. Each of them draws on the paper in preparation for the game 25 squares, five boxes across and five down. The first person calls out a letter—for example, P. He and the others must write a P in one of the squares. The next player calls out a letter; and each in turn calls out until 25 letters have been announced. All the players must write down each letter before the next is announced. There is no restriction on the letters to use, and they may be repeated more than once in the group of 25.

Each player, as the letters are called, tries to arrange them within his squares in such a way as to cause them to spell out a maximum number of words, horizontally and vertically, the maximum being ten 5-letter words. Proper nouns do not count. Scoring is 10 points for a 5-letter word, 5 points for a 4-letter word and 3 points for a 3-letter word.

For example, one row may contain s-p-a-r-e. This is a 5-letter word for which the player gets 10 points. Any other words occurring within one already counted (in this case, p-a-r-e) are not counted.

No juggling of letters is permitted. For instance, if you have e-p-a-r and you want to erase and change them, you cannot. If your row contains a letter in the middle that breaks up a sequence, the word cannot count either. For instance, if you have h-x-a-r-e, you cannot count it as "hare" but only count the "are" as a 3-letter word. If you had h-p-a-r-e, you would count

“pare” as a 4-letter word. If you have s-u-n-a-p, you count either “sun” or “nap” but not both.

If you are given a letter which you cannot manage to work into the words you are trying to form, you have to put it down anyway, wherever you think it is later going to do the most good. Score is kept for a series of games, and the winner is crowned King of Eppizootics.

S	P	A	R	E	10	S	H	O	W	S	10
P	L	H	I	M	3	U	P	V	T	L	
U	A	A	V	W		N	A	I	I	E	
D	I	R	E	O	5	A	R	R	E	D	3
S	T	E	R	N	10	P	E	A	R	M	5
10	10	5	10	3	(66)	3	5		5	5	(36)

The same letters can give you 66 points—or 36!

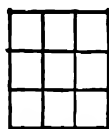
MAGIC FIFTEEN

When it comes to making travel pleasant and speedy, high-compression engines run a close second to the game of Magic Fifteen.

Supply your players with pencils and give each one a sheet of paper with nine blank squares (three-by-three). The squares are to be filled with the numbers from one to nine, no number being used twice.

Here's the trick: the numbers must add up to 15 in all directions—horizontally in all three rows, vertically in all three rows, as well as the two diagonals. Try it yourself before pecking at the solution, which is hidden away in the appendix of this book!

Most of the players will spend a long time at it before admitting that they can't figure it out—after all, the permutations and combinations are almost infinite—but anyone who does work out the solution should be permitted to stand all hands to a round of soda-pop.



Solution on page 127



MATCHING WORDS

One reason for having two eyes is to be able to see everything in one-and-two combinations, to know what goes with what and who with whom. For instance, with Adam we usually associate Eve. With “before” (in an advertisement) we generally find “after.” Get it?

With pencil goes paper. Take pencil and paper and you can play this game anywhere with two people or more. One player is the leader and has a long list. The leader calls out A.F. of L. (You write C.I.O.) He says Laurel. (You write Hardy.) Abbott (Costello). D mocrats (Republicans). B.C. (A.D.) Minneapolis (St. Paul). Dempsey (Tunney). House of Lords (House of Commons). Brother (sister). And so on.

The leader should call off the names in rapid-fire order. The winner of each round is the player whose list most closely resembles the leaders. If only two are playing, a 90% average of correct matches wins. As his reward, the winner gets ham and eggs, bread and butter, or his hat and coat—whichever combination is voted him by the losers.

LANDMARK ADDITION

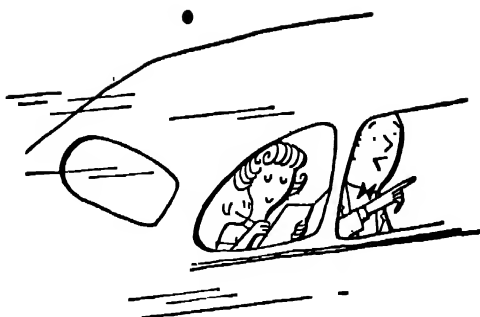
Automobile and train trips will seem as fast as spaceship travel if you eat up the miles playing Landmark Addition.

To begin the game, draw up a list of the objects you are likely to see, taking into consideration the part of the country you are in. For instance, you assign a higher point value to an Eskimo if you happen to be in Alabama, than you would while driving through Alaska. The player who first sights the object gets the points.

Here is a sample scale of points:

Horses (one, a pair, a herd) 2	Golfer 4
Red light 1	Lightning rod 2
Railroad semaphore 2	Lake, pond or river 1
Freight train 2	Motor boat or row boat ... 2
Red barn 1	Fisherman 3
Farmer in field 2	Pheasant, duck or turkey ... 4
Farmer in field with plow.... 4	Hay wagon 5
Cyclist 3	Deer 6

Winner is the player who gets the highest score in a 25- or 35-mile stretch.



ALPHABET BILLBOARDS

After you have covered the first 50 miles in the car and your conversation begins to show signs of ennui, it's time for a commercial. Radio and Television commercials help to break the continuity, to say nothing of the monotony. The highway commercials take the form of billboards.

You read the commercials on the billboards and adapt them for use in Alphabet Billboards, a game which requires no knowledge of advertised products—only some familiarity with the alphabet.

Contestants may be two individuals or two teams. Each of you looks for the first phrase on the billboards which contains an A—like “Stop! eAt at Joe’s!” Each player writes it down and circles the A. Next, you try to find a phrase containing a B. The first player (or team) to complete the alphabet wins. If you spot a phrase containing two desired letters *in order*, such as the D and E in “Hotel DEarborn,” you may copy that word and circle both letters.

We strongly advise the driver to stay out of the game while he's driving!

GEOGRAPHY

Here's a way to enjoy travel: *play* Geography.

One player begins by naming a city, like "Chicago." The next player must answer with the name of any city, state, or country beginning with the last letter of the previous area named, in this case, "O." Let's say we choose "Oklahoma." The rejoinder to that could be "Australia." No name can be used more than once. That's what makes it difficult.

The game goes on and on, with everybody answering in turn. When a player is unable to think of a name beginning with the last letter of the one just given, he must drop out. The last person left wins.

Sometimes a time limit is imposed on each player. The limit is measured by having everybody clap hands ten times. As in prizefighting, on the count of ten, you're out!

HOW'S YOUR VOCABULARY?

You've tested your vocabulary many times, but have you ever staked your word-knowledge against that of your friends?

Try this game on yourself and your guests. Give everyone pencil and paper and provide yourself with a watch having a second hand. Announce a letter of the alphabet and allow 60 seconds for everyone to write down as many words as possible beginning with that letter. Each word they list must have three or more letters and must not be a proper noun. Plurals and different tenses of the same word don't count. If you're an average person, you ought to get off 15 words in a minute.

Easy letters to start them off on are A, B, E, G, H, N, O, S and T. More difficult are J, K, Q, V, X, Y and Z. The player with the longest correct list wins.

MY TRIP

Please do not take this game seriously. It is not true that people only *air Airedales in Alaska*, *bake biscuits in Belgium*, *can codfish in Canada* or *dance daringly in Denmark*. If you qualify your gossip by remembering that you are playing My Trip, which is only a game, then everything will be all right and our ambassadors will not have to apologize.

While the car continues on its way, one passenger will say: "I'm taking a trip to Alaska. What will I do there?" The second passenger must answer with a verb and a noun beginning with the same letter as the name of the place, "*address advertisements in Alaska*." After answering, Passenger No. 2 will pose a similar question, referring to an area whose name begins with B for example, "I'm taking a trip to Brazil." Passenger No. 3 answers and then "throws a C" to No. 4. When a player fails to answer on three occasions, with a reasonable time elapsing after each question, he is ruled out of the game. Winner is the last player left.

By this time the car has reached its destination and everybody gets out to wash windows in Wyoming, if that's where you were headed for.

SOLUTION TO MAGIC FIFTEEN

2	9	4
7	5	3
6	1	8

101
Best Stunts
and
Novelty Games

Table of Contents

AMATEUR STUNTS AND GAMES	7
1. ICEBREAKING STUNTS	9
2. STUNTS FOR GROUPS	15
3. DRAMATIC STUNTS	30
4. STUNTS THAT REQUIRE PRACTICE	40
5. CAHOOTS STUNTS	60
6. SCIENCE STUNTS	70
7. PUZZLERS FOR GROUPS	79
8. MYSTIFIERS	93
9. BRAIN TEASERS	103
SOLUTIONS	118
INDEX	126



Amateur Stunts and Games

Today everyone wants to "get into the act," and the smart host or hostess recognizes this. It's natural for guests to want to participate and attempt to perform acts they never tried before. Sometimes they even want to try what they've seen on television—stunts, feats, puzzles, quizzes. Here you have them—101 in all.

Some are simple and spontaneous, some tickle and tease the brain cells, some are as nutty as a fruitcake, and others require a little serious-minded preparation and practice. To insure your success with these stunts and games, each has been tested with groups of various ages and found popular.

Stunt parties, impromptu dramatic efforts, games that mystify and puzzle are a welcome change from the stagnant, sterile gossip and chitchat that often occur when the hostess has no plan. When people meet in a home or club, in college or school, they are "hungry" for fellowship, but too often they are timid about unfolding themselves. But no guest can remain aloof when called upon as a "fashion designer," "ghost" or "stocking head."

Get together a handful of unacquainted people, put them through an "icebreaker," challenge their interest, and you will create what the sociologists call a "sense of group" among them. No longer will you have spectators, but your audience will all be part of the act, ready for more and more and more.



"We are all very pretty tonight, don't you think?"

1. Icebreaking Stunts

Perhaps only one, perhaps more of these will be needed to "break the ice." Plan an icebreaker too for later in the party.

ART SCHOOL

If you turn up a Michelangelo or Rembrandt, consider it merely an interesting by-product of Art School: the purpose of this icebreaker is to start your party off in a burst of good-fellowship.

As your guests arrive, give each one a pencil and a sheet of white paper. After the last guest has arrived, tell each player to sketch the face of the person seated on his right. For this purpose, your guests will have to shift around so their chairs are more or less in a circle. They will also have to examine their neighbors thoroughly, and will probably never forget the face they draw. No art skill is needed, of course, and the game is more amusing if the portraits are funny.

Give 5 minutes for the drawing, then call a halt. If a drawing is unfinished that makes no difference. The host collects the papers and mixes them up. He stands in the front of the room and holds up one portrait at a time for the audience to guess. The artist may not participate in the guessing of his own particular work of art.

You will be surprised how many close likenesses turn up. The game will immediately make all your guests feel more intimate, particularly if many did not know each other previously.

WHO AM I TONIGHT?

Here's a switch on that popular game, "Who Am I?" which makes it a perfect icebreaker because it leads to a great deal of mingling and mixing among your guests.

As each guest arrives and prepares to join the other guests, the host or hostess strings a placard over the guest's neck so that it hangs down his back where he can't see it, but the other guests can. The placard bears a name which is a woman's name in the case of a man, and a man's name for a female guest. Moreover, the name will be that of one of the other people present!

The guests are introduced to each other in the usual manner, by their real names, and then turned loose in the group to ask questions. Each guest endeavors to learn, "Who Am I Tonight?" To do this, he asks questions which can be answered by "yes" or "no." No other questions are legal. In the course of asking, revealing information may be passed around which will make your guests old acquaintances by the time they tie up the right names and people.

For example, John Jones may ask someone, "Am I blonde?" When the answer is "yes," he looks around and discovers two or three blondes present.

"Am I tall and good-looking?" John asks someone gallantly.

No luck, so next he asks, "Am I pleasingly plump?" or perhaps, "Am I wearing a red dress?"

When he finds the person whose name he is temporarily bearing he goes up to her and asks, "Am I Ruth Brown?" If he addresses this question to Ruth Brown herself, and bears the placard with her name, he may remove his placard. He continues to participate in the game, however, and must still answer truthfully all questions put to him as he awaits someone with a placard bearing his name.

NOSE, LEG AND EAR

For this game, the host or hostess must prepare an old sheet. At about nose level, cut out an area large enough for a nose or ear to go through. Then, to one side at about knee height, cut out a hole large enough for a leg to go through.

When your guests are ready, hang this sheet in a doorway with the men on one side of the sheet and the girls on the other.

The No. 1 girl sticks her nose, and only her nose, through the hole in the sheet. All the men get an opportunity to examine the nose, and then must make guesses as to whose nose it is. Then the No. 1 man puts his nose through the sheet and the girls guess.

The No. 2 girl puts her ear through the sheet hole, and the men guess. Then the No. 2 man puts his ear through, and the girls guess. This can be made confusing by having the same player put first his nose then his ear through, etc., without forewarning the other side.

To begin round 3, the No. 3 girl takes off her shoe and sticks one leg (up to the knee) through the lower hole in the sheet. The No. 3 man takes off his shoe when he sticks his leg through. Although the color of the trousers may be a giveaway clue, in all likelihood the girls will not remember the men's suits; but if you think it best, the men may pull their trousers above their knees and expose their beautiful legs.

This game won't last too long—your guests will soon tear down the sheet in order to get a really good look at each other!

MOBILE

Here's a slightly rowdy game to start your party off hilariously. It requires just a few minutes of advance preparation. Suspend a heavy string from the top of an open doorway and attach a 12-inch ruler or stick at the lower end so it hangs about 6 feet above the floor. To each end of the ruler attach a short string with an apple at the end of one of these strings and on the other, a man's sock with a toe-ful of flour! Use enough flour to balance the apple and your "mobile" is ready.

The party is on. The first player steps into the doorway. The host starts the stick twirling, and this sends the apple and the sock of flour twirling too. The player must attempt to take a bite out of the apple. No hands, of course.

Even the best player will have difficulty in getting a chunk of the apple without getting himself thoroughly dusted with flour, and perhaps even taking a sock on the jaw from the flour bag, or even from the apple!

Hint: Try to approach the pendulous objects from beneath, and try to grab the bottom of the apple.



THREAD ON THE COAT

Center of attraction in this stunt is the host. Each guest coming in, especially the ladies, will notice that the host has a white thread protruding through a seam on the back or shoulder of his dark suit. Someone will instinctively try to remove the thread, but the thread cannot be picked off or even snapped off! As the hapless guest pulls, the thread grows longer and longer, as if the whole suit were ravelling internally!

The host, of course, has a spool of thread in his inside pocket. He has previously threaded the end through a seam in his coat, then removed the needle and left an inch or so of thread hanging.

As new guests arrive, cut the long dangling thread back so that only a short, inviting strand remains, as before. The earlier guests will watch with amusement as each newcomer yields to temptations and tries to remove the thread, and your party will start off on a humorous, ready-for-fun note.

DESCRIPTIONS

Particularly good for a group in which few people know each other, this game is most successful if you insist on people writing the truth, and not being insulting.

Each man is introduced to one girl (or taken from his girl and introduced to another). Each man is then given a paper and pencil and must write a short description of the girl as he sees her, without adding her name to the paper. For instance, he might write: "My girl is a tall, slim blonde, with beautiful turquoise eyes, teeth like dull pearls, skin like smooth silk, hair like spun gold. Probably she has a fiery temper, may be extremely righteous, probably does not smoke (no nicotine stains on her fingers), and is kind to animals."

Most of this can be observed, and provided the writer is not exaggerating too much, the description can be fitted to the girl.

Now all the slips are collected by the hostess and mixed up (in a hat or basket). Each man then chooses a slip and must find the girl intended, from the description. By the time he examines each girl, he is likely to know her again. The questions he asks also can lead to amusement and further acquaintance. The mate found this way can remain the man's partner for the evening, or just for the next game, as the hostess prefers.

2. Stunts for Groups

Half the fun is getting all your guests to act ridiculous and release their repressed desires.

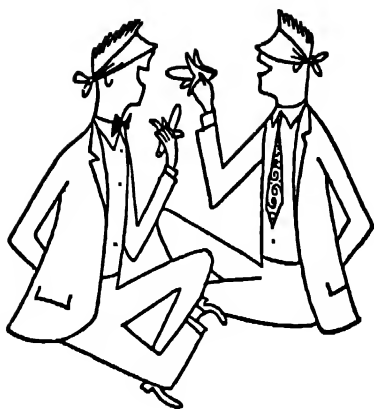
DISCUS THROW

Have some string on hand and 4 paper bags of the same size. Number the bags, and when you are ready to start the discus throw, blow up the bags fully and tie them tight. (You may use balloons instead.)

Choose 4 guests to compete in the first heat, and distribute the paper bags among them. They pose like discus throwers of ancient Greece, holding their bags in one hand by the string or any way they please. At a signal, the players toss their bags across the room, aiming for the greatest distance. Bounces don't count. Other guests can help note the spot where each bag first touches the floor or furniture. The numbers on the bags will identify them.

Continue playing in groups of 4. The winner of each heat will compete again in the finals. If your group is large, you may need to run semi-finals first.

Since the bags will go in almost any direction but a straight line, it is a good idea to remove fragile bric-a-brac from in front of, and even *behind*, the discus throwers.



FEED THE BLIND MAN

You've heard of the blind leading the blind, but this is a game of the blindfolded feeding the blindfolded.

Before you begin, the host or hostess should provide napkins, aprons, old sheets, and plenty of rags to cover the furniture, carpets and clothing of the players.

Then 2 players are chosen to begin the game. Both are blindfolded and covered with napkins, etc. They sit cross-legged on the floor and sheets are then spread all around them. Now each of them is handed a banana, which he must peel and feed to the other player, seated not more than a foot away.

Naturally, neither player will succeed in feeding the other perfectly. If you don't mind looking like a baby being given his first dish of cereal in a high chair, you'll enjoy being an "eater" in this game. One poke of the banana may go into your eyes and another into your hair, but remember, your banana is also "decorating" your partner! At that, you may have more fun just watching.

If you find that bananas are too sticky for your guests, try crackers or breakfast cereal. If bananas are too tame, try ice cream, jello or chocolate pudding. Any feeding with spoons automatically becomes harder. Have fun! (and clean up the mess!)

SPOONING MATCH

To vary Feed the Blind Man somewhat, you can omit the blindfolds and instead tie pairs of spoons together with string no longer than 6 inches. The partners may then eat their separate dishes of ice cream in the shortest possible time. This can be done one couple at a time, or all the guests together. Provide plenty of napkins!

THE PIN GAME

Since the girls are likely to be more skilled than your male guests at this game, it is a wise idea to form mixed teams of 2, instead of letting each guest play individually.

Buy a long roll (or several rolls) of pins in paper, and cut each roll apart into strips of 2 rows before beginning the game. Give each team a 2-row strip.

At a starting signal, the players must take all the pins out of the paper strips, dropping them on the floor near their feet. When a pair of players have removed all their pins, they must pick them up and replace them in the original holes, until all the pins are back in the paper. If a pin is missing they must search for it.

Taking the pins out is a lot easier than getting them back. Considerable dexterity is required to handle the pins quickly and easily without getting wounded or sticking your partner.

FASHION DESIGNER

Pair your guests off in girl-boy couples and provide a pair of scissors for each girl, with plenty of pins and many sheets of newspaper. The girl is a "designer" and the man is a "model" for whom she is to design a suit, overcoat or some other covering. She must design the new clothing right on the model (over his other clothes) using only newspaper and pins. Allow about 10 minutes for the designers to complete their work.

The girls may use the newspaper in single- or double-thickness, and may use as many pins as necessary. The only rule is that they may *not* use the pins to jab an unruly model.

Of course, not all the designer will take their work seriously, and so by the end of the allotted time some of the men may be in skirts, some half-dressed in papers, and some fully dressed in tails! All the models must put on a fashion show and parade like mannequins to show off the designers' creations.

MILADY'S HAT

After the men have had enough of modeling, let them turn the tables on the girls. The men now become milliners while the girls become mannequins. Bring out an old sheet in which you have previously placed a large quantity of pins and of assorted small bric-a-brac, feathers, ragged pieces of cloth, sequins, cheap jewelry, ribbons, paper clips, rubber bands, yarn, buttons, bowl covers, flowers and small fruits (fresh or otherwise), old pillow cases, small paper plates, paper doilies, crepe paper, Christmas tree ornaments, curly wood shavings, peppermint candy canes, and anything else you want to get rid of. Open the sheet in the middle of the floor and spread out the junk.

Now the men are to design "hats" on the girls—using the cloth as a base, so as not to mess up milady's hair too much. They won't need scissors, because they can just rip up anything that doesn't fit.

The men will have some peculiar ideas of what women's hats should look like, but who can tell—next year you may see some of these creations on the 10 Best-Dressed Women of the Year!



The newspaper man meets the Quangle-Wangle's hat.

LEVITATION

This stunt, when properly performed, gives your guests the impression that you have practiced mass hypnosis on them, but really it is done without any hypnotic suggestion at all.

First, you ask one of the men or boys in the party to act as a subject for an experiment in levitating, or defeating the law of gravity. Assure him that he will not be harmed in the least, but will be gently lifted into the air on the fingertips of 5 pretty girls. Have your subject sit in a straight-backed armless chair.

Now choose 5 girls who stand two on each side of him and one in front. Each girl clasps her hands before her with index fingers extended, tips together. Tell the man to sit up straight, head slightly bowed and hands folded in his lap, while he concentrates on rising effortlessly and floating above his chair. Now the girls place the tips of their fingers in 5 strategic positions: under the subject's chin, under each knee and each armpit.

At a signal from you, all the girls are to take a deep breath and simultaneously lift up the man. Up he goes, several inches above his seat! Up he remains for a second or two, and down he floats, onto his chair again! If by chance the stunt doesn't succeed the first time, it is because the girls didn't concentrate hard enough—or, to be more exact, one of them is off in her timing. Just try again and again until the girls succeed.

The girls can do this stunt as often as they want, provided they work together with precision timing. The stunt is especially funny if, after the timing is perfected, you choose a very big man for the subject.

Levitation seems mystical in quality, but actually the strength of the girls' fingers is sufficient to perform the feat. The man's weight is divided among 5 girls, and the upward force is placed at just the right spots!

BITE THE MARSHMALLOW

If your guests feel like acting juvenile for a change, here is a stunt that will allow them to release their childish inclinations.

Beforehand, take a box of marshmallows and with an icepick or other pointed tool push 6-foot lengths of string through the center of each marshmallow. Center the marshmallow on the string so that there are about 36 inches of string on each side.

Ask for 2 volunteers from your group of guests. Each of them takes an end of the string between his teeth, allowing the marshmallow to hang loosely toward (but not touching) the floor. At a signal, the 2 players eat the string, drawing it into their mouths without using their hands. The first to reach the marshmallow and take a bite, wins it.

You can keep playing this, two at a time, or four at a time, until the marshmallows are all gone. You can switch to raisins if marshmallows are not handy.

PAPER CATCH

Host or hostess stands on a chair and drops a plain typewriter-size sheet of paper. All the guests stand around the chair and, one at a time, try to catch the paper, using only one finger and thumb, before the paper floats to the ground.

This is not nearly as easy as it sounds. You can have 2 paper droppers if your group is large. Let everyone have a chance.

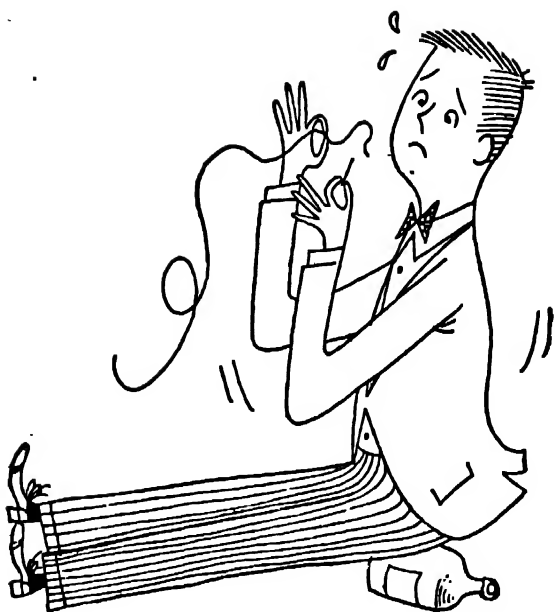
CAUGHT IN THE RAIN

Ask some of your female guests to bring along their raincoats, gloves, rubbers and umbrellas if you plan on playing this game. You will also need as many suitcases as you have pairs to participate in this game.

Several couples line up at a starting line. Alongside each are an umbrella and a suitcase containing the various articles. At a signal, each couple races across the room or playing area, with the man carrying the umbrella and suitcase. When they arrive at the far end, the man must open the suitcase and hand the girl her rubbers which she proceeds to put on. He helps her into her raincoat, hands her her gloves to put on; then he closes the suitcase, opens the umbrella and holds it over their heads while they race back to the starting line.

Speed in running is not the prime consideration here. A girl who knows how to dress quickly, and a man who can open an umbrella, will make a good team.

Winners of the various heats can compete for the championship.



BOTTLE AND NEEDLE TEST

Provide plenty of thread, at least 4 needles and 4 round bottles. The bottles should be really round so they roll easily—large soda bottles, olive jars, or similar jars—and large enough to allow a person to sit on them.

Now, explain to the first 4 starters that they are each to take needle and thread, sit on the bottles on the bare floor, not squatting or straddling but sitting (side saddle), and attempt to thread the needle. Winner of the first match will meet the winner of the other matches in the final.

The men will have as much fun playing this as the girls do.

For variety, you can have the players try to write their names on paper and cardboard while sitting on the bottles—with feet extended and heel of one foot resting on the toe of the other.

INK BLOT TEST

This is interesting and psychologically approved — best for a small, serious-minded group.

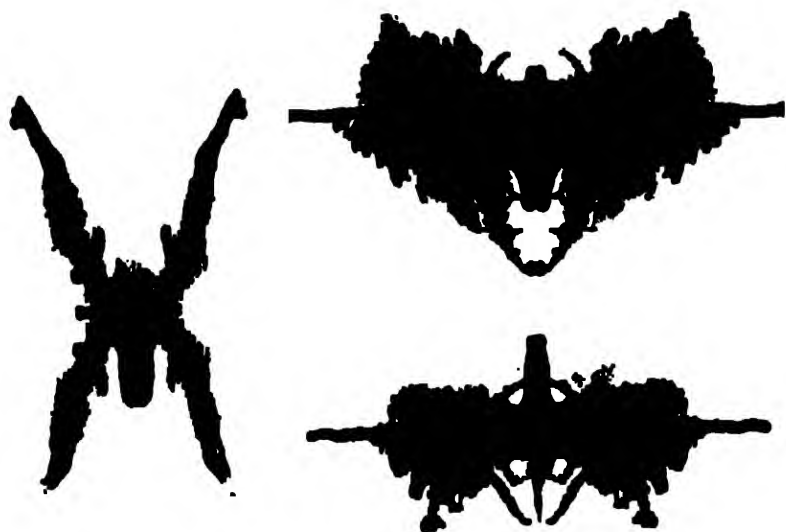
Give each guest a small sheet of paper (about 4 x 5) and have a straight, old-fashioned pen and a bottle of black ink on hand. Each player in turn takes the pen, dips it into the ink, and drops a blot of ink in or near the center of the paper. Then while the ink is wet, the player must fold the paper once through the center of the blot horizontally—then open the paper out—and fold the paper through the center of the blot vertically. This will make a nice big blob.

Let the ink dry without touching blotting paper to it. Let the players number the designs in rotation for identification purposes. Each guest is to study his ink blot—they'll need paper and pencil now—and spend 2 minutes writing down what he sees in the blot. It is up to each player to find his own representations—symbolical, suggestive or actual—either in the whole blot or part of it. He should write down such things as:

"Lobsters on the upper right. Lakes and peninsulas in the middle. Bears toward the bottom, holding fish in their teeth. A witch's head is part of the lake. The whole design looks like birds flying."

Now each player passes his ink blot to the neighbor on his right, and proceeds to write the same kind of information about the design that is passed to him. Keep the numbers of the ink blot designs alongside the writing, because when all the players are finished, you are ready to compare notes!

The host (or hostess) first takes his own comments, and begins reading. For design No. 1, the host may have 3 items that everyone else has seen in that blot, and one item that no one else sees. Another player may have another variation and read that aloud. It is by the variations that we get an insight into our personalities and autobiographies. If, for instance, you see in the design the face of your mother, where everyone else sees a witch's face, the inference



is obvious! Such interesting tidbits are likely to come out unconsciously as people read their variations (or are too self-conscious to read them aloud!).

This is actually the method of the Rorschach tests given by psychologists to analyze new patients. They use ink blots which thousands of people have looked at, and they can tell by comparing with the “norm” where a person may differ and how. The test forms the basis for psychological questionings.

It will also serve as a psychological springboard for your guests.

NEW-FASHIONED SPELLING BEE

Educational, as well as exciting, is the old classroom favorite, the spelling bee, adapted slightly to the television age. Divide your group into small teams—if you have 15, make 3 teams of 5; with 16, make 4 teams of 4; etc. Try to keep couples together in one game, then mix them up in the next.

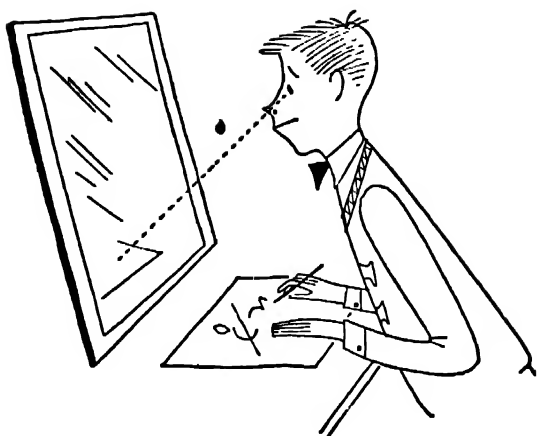
The host calls out the words to be spelled, one at a time, pronouncing them clearly and stating their meaning, if there is any doubt. A player who misspells a word is eliminated from the game. Members of a team may collaborate, but if you play this modern “panel-of-experts” version, only one spelling is to count—the first one the contestant states. Even after a player is eliminated as a contestant, he may offer suggestions to his teammates on how a word is spelled. (No looking up in dictionaries, though!)

Here is an example of how the game is played: the leader (host) calls out a word to the first member of team A. After he spells it correctly or incorrectly the host gives another to the first player of team B, then another to the first of team C, and so on. After a word is missed, the player who misses stays with the team (to give advice and comfort) but no longer can have a turn spelling. The team is eliminated after all its members misspell.

The leader should not give a word that has been misspelled by team A, let's say, to team B next, during the early rounds, but should save this for the later rounds, especially the final photo-finish. In the end, when a hard word is missed, you want to give each of the finalists a chance to spell the word correctly. If none can, then all the finalists have another chance, until one player is left who has spelled a word correctly which all the others have missed.

Start with fairly easy words, which the leader can read out of a small dictionary. When you are left with the best-spelling finalists and need a list of “stumpers” turn to page 118 where you will find a list. The hardest are in the last column.

When you invite your guests, tell them you are going to play this game, and advise them that a little brushing-up on their spelling will not be amiss. You're likely to have some fine competition.



MIRROR DRAWING

With just a little preparation this will serve to keep your guests interested for a half hour or longer. Set up a vertical (18-inch or higher) mirror on a table, and place a pad of paper and pencil in front of it.

When your guests are ready, let them try one at a time to draw any object on the paper while looking in the mirror—not at the paper! The players will be amused at their inability to make even the simplest motions with the pencil while mirror-reading.

ART IN THE DARK

After Mirror Drawing, if your guests are still interested in art, you can give them each pencil and paper again, and let them draw any object with the lights turned out, or with blindfolds on. Most people have a favorite object they like to “doodle” or draw, but the normal coordination of hand and eye will be missing. It is interesting to see what monstrosities your guests will turn out!

BUZZ BASEBALL

First, divide your guests into two equal teams. Place chairs for team A in a straight line, and call this the batter's bench. Then place chairs for team B as if you were setting out the positions on a baseball diamond. First player on team B is the catcher, then pitcher, third baseman, shortstop, second baseman, first baseman, right fielder, center fielder and left fielder. The captain of each team now makes up his batting order and assigns his players to the various positions.

First man up on team A stands in the batter's box (in front of the catcher) and team B takes seats in the field. The batter calls out "one." Catcher must say "two," pitcher "three," then it's the third baseman's turn. He must not say "four," but instead must say "buzz." (Perhaps you know the game of Seven Buzz on which this is based; it's almost the same, except that the number 4 and its multiples and combinations are the numbers to avoid saying.)

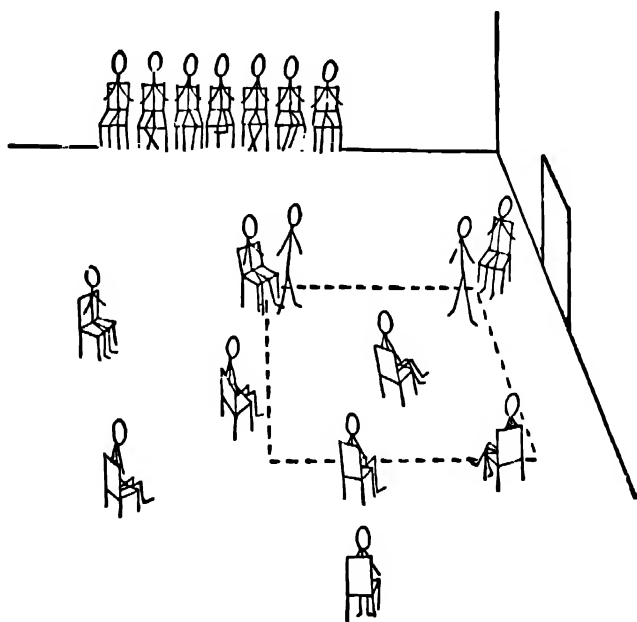
Let's suppose that the third baseman correctly says "buzz." Then the shortstop continues the counting by saying "five," the second baseman says "six," the first baseman "seven," and the right fielder must say "buzz" instead of "eight" (as 8 is a multiple of 4). In other words, no one may say 4, 8, 12, 14 (a combination of 4), 16, 20, 24, 28, 32, 34, 36, 40, 41, 42, etc. When you get to the forties, you count this way: "buzz-one," "buzz-two," "buzz-three," "buzz-buzz" (44), "buzz-five," "buzz-six," "buzz-seven," "buzz-buzz" (48), "buzz-nine," "fifty."

Well, we left the right fielder saying "buzz" for 8; the center fielder says "nine," and the left fielder says "ten." In case the entire fielding team counts correctly, the batter is out, and the next batter steps in. If the fielding team makes an error, the batter gets a base hit, and moves down to stand in front of the first baseman. When another error in counting is made, the batter moves to first base and the runners all advance one base (no stealing). Also, when an error is made, the count starts at 1 again with the *next* player in sequence. Base runners do not take their turn in counting when on base.

Let's say that the count has gone all around the fielding team (either with or without errors)—then the first player on the bench of the batting team (not the batter) is next. The count goes down the batting bench then to the batter again, and then around the fielding team once more. If an error is made on the batting team, the batter is out and takes his seat at the end of the bench, while the others on his team move up one seat, and the next in sequence begins the count.

If a player counts out of turn, that is the same as an error. The count is then resumed with the person who is supposed to count, and he starts at 1 again.

Keep the score just as in baseball. Each side has 3 outs and scores runs when a batter goes completely around the bases. When the batting team is put out, the teams change seats, and the fielding team comes to bat. Nine innings will seem long enough unless you have a bunch of arithmetical ball players in your crowd.



3. Dramatic Stunts

Some new and unusual thrillers are mixed in this section with old favorites.

THE MURDERED MAN

For this stunt the lights must be turned off. Then the host or hostess, who has previously prepared his materials, makes a speech something like this:

"We are gathered here tonight to aid the police in identifying a murdered man. Unfortunately, the corpse was cut up by the murderer into small pieces. Not all of them have been recovered, but we have here some of the murdered man's parts. Let's see if we can identify him!"

With this, the host passes a peeled grape to the guest sitting next to him (preferably a nervous girl), and says: "Here! Is this his eye?" The "eye" should be passed around the entire group before the host brings out the next organ. The second may be a piece of chicken liver or other raw meat, which is said to be his "heart" or "kidney." And so on until all the parts have been passed around.

It is a good idea for the host to have the "organs" in a bowl on the floor on his right, and another bowl on the floor on his left to receive the "organs" as they return to him.

A dry ham or lamb bone can be his "leg," a raw oyster can be his tongue, a chunk of carrot can be his "toe," some cold cooked spaghetti can be his "veins" or "arteries," some dried corn or chicken-corn candy can be his "teeth," a dried fig can be his "ear," a glove filled with sand and dampened with water can be his "hand," and a raw cauliflower with the leaves trimmed off can be his "brain."

This charming stunt is particularly suitable for Hallowe'en. Gruesome, isn't it?

STOCKING-HEAD FREAKS

Even funnier-looking than the faces you see in the amusement park mirrors are the faces you can produce with the aid of a stocking. Pull the top of an old silk or nylon stocking down over your head and face. Pull it taut with one hand below your chin and the other hand straining the stocking up over your face. The stretch of the stocking causes your features to stretch and flatten out with each pull. Before you put this game on at your party, try it out for yourself. (Remove your glasses, if you wear them.)

Then, when game time arrives, stretch a sheet across a doorway at a height just a little above average chin level, and hand each of your female guests a stocking. The men stay on the other side of the sheet and may not watch while the girls put on their stockings. (No fair pecking.) With the stockings over their faces, the girls stick only their heads over the top of the sheet, and the men are to guess their identities.

This will be surprisingly difficult, no matter how well the couples may know each other. The amount of distortion the stocking makes is almost unbelievable. In fact, by twisting and turning their stockings, grinning and grinning, mugging and talking, the girls will make themselves so grotesque no man will want to admit acquaintance!

When the girls have finished their performance, the men can try the same act. They will look just as freakish, if not more so.

HOLLYWOOD DIRECTOR

For a small, friendly group this stunt can be the hit of the party, but don't try it with a large crowd of mere acquaintances as it may prove embarrassing.

First, the host or hostess asks all the guests to go into the other room while he "sets the stage" by placing a couch or love seat with a lamp shining directly on it. On the other side of the room, he places a straight-backed chair for the "director." Now he is ready. He calls one male and one female guest back into the room (preferably not man and wife), asks them to sit down on the couch, and then calls in another man to be the "director."

After the door is closed, the host announces that the couple on the couch are movie and television stars, and the director is supposed to pose them for any scene he thinks may be in an imaginary or real play. They have to pose as he directs them. The director may ask them to move closer together, smile into each other's eyes, etc. When he is satisfied that they are posing correctly, the host steps in and announces that now the director is to take the man's place in the pose. Of course, the humor is that the director doesn't know this is going to happen. He must assume the man's pose precisely, and hold it.

Now, a girl is called into the room, and the host tells her that she is the director of the scene on the couch. She is to re-pose the Hollywood stars and improve their position in any way she wants. She may change them entirely, have them angry at each other, or more loving, but she cannot move them from the couch. Then, when she is satisfied that they are correctly posed, she must take the girl's place!

This goes on until everyone in the party has had a chance to get into the act, either as a star or as director. If a director is at a loss for an idea to pose, the host may suggest that he put on a wedding scene, a first date, a farewell, or any other common occurrence which may be amusing.

Some players have been known to end up in Hollywood!



"Closer, closer! Hold that pose!"

OBSERVATION

Don't announce to your guests that this game is beginning. Instead, perform the stunt that begins the game and then pass out paper and pencils for your guests to write down their observations.

Suppose that your act is to come skipping into the room, whirling a short length of rope over your head. You take off your hat, scratch your head, replace the hat on your head, roll up your rope and put it in your pocket. You take a triple-folded document out of your inner right breast pocket, but before you can read it you pretend to chase and slap at a fly buzzing around your face. You now read the document silently, refold it lengthwise twice and replace it in your outer right-hand pocket. End of act.

Now tell your guests that they have just witnessed a very significant and important moment. A man's life may depend on their correct reporting of your actions. Each person is to write down as detailed an account as possible of his observations—in the correct sequence!

Your guests will be amazed when they see how poorly they actually have observed. Walter Lippmann long ago reported on a similar incident at a congress of psychologists. A simple act, such as the one above, was performed and none of the psychologists was able to remember the details perfectly. The act was used to prove that eyewitnesses are often mistaken. Your game of Observation will prove the same thing just as dramatically.

TALKATHON

This was a favorite during the Marathon craze of the Nineteen Twenties, and is still a popular stunt today.

Provide plenty of towels and have an ice bucket full of ice cubes on hand. Start by choosing two players from among your guests, preferably the most fluent speakers. Hand player A an ice cube to hold in his right hand. Tell player B to start speaking and not to stop. If he stops, player A hands him the cube, and A must continue the speech.

What the speakers say is unimportant. If the player with the ice cube cannot hold it in his right hand any longer, he may not shift it, but he may hand it to the speaker. However, he must then take over the speaking.

When the cube has melted away to a mere nothing, or when the towels are soaking wet, the host may suggest that another couple carry on the Talkathon, or shift to another game.

SILENT QUAKER

While seated in a circle, each person whispers to the neighbor on his right some strange or absurd act which the latter is to perform later in the game. After each player has received his whispered instructions the leader (host or hostess) announces:

"Tonight we are all Quakers, and the meeting has begun. Shake hands with your neighbors, and remember that now no one is to speak or laugh no matter what happens. Whoever breaks this rule will be punished!"

All shake hands solemnly. The leader takes his place in the circle, and performs the act which he has previously been told to do. All this must be done in pantomime, for no one is allowed to speak. Then the next player acts.

Of course, when you prohibit people from laughing, that makes it all the harder for them to restrain themselves from laughing. To add to the merriment, the stunts are likely to be funnier when they are acted out with great solemnity.

One Quaker after another will laugh, talk or make some sound, and then will leave the circle.

If you want these "heretics" to pay penalties, the last one out can assign some absurd task for each to perform in pantomime, such as singing a song, making love to a wall, making believe he's a general, etc.

CONVERSATION PIECE

Somewhat like Charades in reverse, this contest of chatterboxes leads to some clever repartee.⁹

Two guests, one male and one female, are sent out of the room while the rest of the group make up two short but implausible sentences, each totally different from the other. For instance, they may be: "Birds and bees always try to make their nests underground," and "The last time I flew a plane, I tried a loop the loop."

These sentences must be written on slips of paper and one sentence is handed to each of the contestants when they are called back into the room. They must memorize their sentences without telling each other.

The couple must then start a conversation in which the other guests are not allowed to interfere, but of course may laugh and act surprised. The idea of the game is to include in the conversation the sentence that has been memorized, without the other player's saying: "You were told to say that." In other words, each player tries to pass off his ridiculous sentence as a common remark, while at the same time keeping alert for his opponent's silly sentence. The one who passes the sentence successfully or catches the other's sentence wins. If a player makes a wrong guess, he loses.

Suppose that the sentences given above were being used. The conversation might go like this:

Girl: Did you ever think about how the birds live?

Boy: Oh yes, I always watch the birds when I fly a plane.

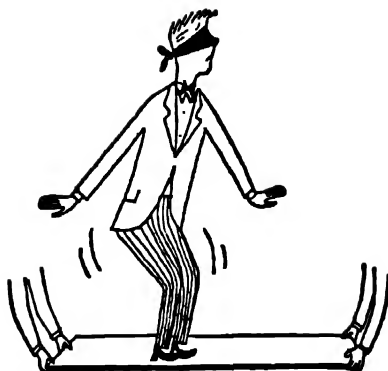
Girl: Most people think birds make their nests in trees.

Boy: I think so too. I suppose you didn't know that I fly a plane whenever I get a chance.

Girl: You do? I don't like to go up high. I rather tunnel underneath the earth. You might not think so, but birds and bees always try to make their nests underground.

Boy: You were told to say that!

Of course, the boy would win in this case. If, however, the girl had purposely made up some other ridiculous statement, and the boy had mistaken it for what she was told to say, she would win.



AIRPLANE RIDE

Old as this is (probably predating the Wright brothers, in spite of the name), this stunt leaves you breathless.

Blindfold a person who has never had an "airplane ride," then ask him to stand on a board or plank (ironing board is fine) which you have placed on the floor with small blocks underneath. Tell him that he is going up in the air, and to duck his head as he gets higher, so he won't hit the ceiling. Tell him, too, that he can have support from two men whose shoulders will be alongside his hands. The two men step up and he rests on them.

Now the ride begins. Two strong men take hold of the ends of the board and slowly raise it. They actually only raise it a couple of inches, but at the same time the middle men gradually stoop so that the rider must crouch, and he thinks he is going quite high!

Suddenly, everyone yells, "Jump!" The rider will undoubtedly stiffen and hesitate. The feeling he has is one of great height, and it will take plenty of urging to get him to jump. (If outdoors, you can wave leaves in his face to be "realistic.") When he does jump, the sudden landing will astound him.

If the rider refuses to jump, you can take off the blindfold and show him where he is. He will be just as surprised!

ZIG ZAG

The games that last longest are obviously the most popular or otherwise they wouldn't last. In this category is Zig Zag, a game that probably was played in ancient times.

One player is chosen, and led on a course through the room by hand, with the guide pointing out obstacles for him to remember.

"Here is a footstool," the guide says, "so step high over it . . . Now we have to go around this table . . . Oh, oh, duck under that lamp . . ." etc.

The player is then blindfolded and left at the start of the course to make his way through the maze without assistance. He steps high over the footstool, goes around the table, ducks under the lamp, and does all the things he's supposed to do. No mishaps. No trouble. The audience is hysterical. Why? Because there isn't a single obstacle in his path—they've all been removed by the other guests!

If the blindfolded player comes near to an object he's not to touch, he can be led gently by the hand away from it. When the blindfold is removed, and the player sees the cleared course he was wending his way through, he'll realize he was tricked and join in the laughter.

4. Stunts that Require Practice

With a little concentration (or a lot) you will master these stunts and ever after be the "life" of the party.

VENTRILOQUISM

If you are under the impression that being a ventriloquist requires special vocal chords, you are wrong. *Anyone* can become a ventriloquist—that is, anyone with just a little skill who will practice a great deal!

Ventriloquism is simply creating the illusion that your voice (or a voice slightly different from your normal voice) is coming from a different place than your own mouth. No one can "throw" his voice—he can only give that illusion. The reason that ventriloquists usually have dummies is to *misdirect* the attention of the audience.

The performer bends his head slightly over the dummy, appearing to watch the dummy's face, as in ordinary conversation. This not only helps to cover up the ventriloquist's lip movements, but also serves to focus the attention of the audience on the dummy. Many professional ventriloquists actually move their lips and can't perform without doing this.

To make your study easier, get yourself some kind of temporary dummy—even a hand monkey will do, so long as it has a mouth that you can manipulate with your fingers. Hold the dummy on your lap, or at least lower than your own eye level, so you can look down at him. Practice until you can make the dummy's head and mouth move without your having to concentrate on it. Therefore,

when choosing a puppet or doll, choose one that is easy to manipulate. Your hand movements are going to be almost as important as your voice in ventriloquism!

Before learning voice techniques, you must first determine which "alternate" voice comes most naturally to you and will be easiest for you to use—that of a little boy, a little girl, an old man, an old woman, a duck, some other animal, a farm boy, and so on. Here's how to find out:

Take a long wooden pencil and clench it between your teeth. Stand in front of a mirror and watch to see that your lips don't move but stay slightly parted as you speak. Say the vowels (a, e, i, o and u). What does your voice sound like? Without shaping your lips, your voice may sound slightly cracked and higher in pitch. Repeating, you will soon begin to *feel* your vocal chords.

To help in repeating these sounds over and over, touch your tongue to the roof of your mouth near the back of your upper front teeth. Take a deep breath. Let it out slowly, making a groaning sound as you let out the air, putting a steady pressure on your vocal chords. The groan will be like a prolonged "ah." Repeat this until you finally produce a clear, humming sound like the buzzing of a bee.

Now, vary the pressure on your vocal chords as you repeat this, and you will note a change in the tone of your humming. When you have mastered the hum, go back to saying the vowels in the same way. You are beginning to develop a dummy voice. Every person has a natural alternate voice, and this can be further developed to become easily distinguishable from your trained speaking voice. It took years to train you to speak, and it will take much less time to train yourself to be a ventriloquist.

Armed with the knowledge now of what your dummy voice will sound like, you are ready to practice what is called "near" ventriloquism. Notice that when you have the pencil in your mouth, you can move your tongue without moving your jaw or lips. You should by now be thoroughly familiar with the vowels. So practice saying the major consonants (t, d, g, l, n, k, r and s). Of these, the s sound will be the most difficult and require the greatest use of the



tongue. The other consonants (b, p, f, v and m) are impossible to pronounce without moving your lips. Remember this when you choose a performance script, and avoid those sounds as much as possible.

Practice the vowels and consonants that can be pronounced and don't waste effort on the others. When you hit a difficult sound you will either have to slur over the sound or move your lips. But your face will be turned away from your audience, and so your performance will not be marred greatly.

In your alternate voice now, try to read from a book (any book) and *mimic* and sing in the voice of your character (little boy, girl, old lady, or whatever voice you've chosen) so that it sounds peculiar. Talk in a stilted fashion as you read, or a baby-like fashion, or in any manner that is different from your normal way of speaking. You want to make your dummy character not only different in age, but different in manner.

Developing an interesting dummy character is half of the battle. The reason for Edgar Bergen's success is mainly due to the humorous character of Charlie McCarthy, a dressed-up boy with a raucous voice who says everything that pops into his head. In contrast, Bergen's own character is mild, gentlemanly and subdued. The greater the contrast between performer and dummy the better.

Thus, the emphasis in developing a voice for your dummy should be on making it different. If your own speech is rapid, then the dummy should speak slowly and painfully. If you are naturally methodical, your dummy should be frivolous. Try reading rapidly with the pencil between your teeth. After some practice you will be able to read faster and faster, stressing those words which come through easiest and clearest. This in itself gives a slight artificiality to your dummy's character. With experience, you will find which words sound funny to your audience and your script can be built around them.

After you become fluent in reading and singing in your dummy voice, try reading alternate paragraphs in your natural voice with the pencil removed. Choose for this work a novel with a great deal of dialogue, or a play. Keep using the pencil for your dummy voice, so you will remember to change character. After perhaps two weeks of daily practice, you can omit the pencil.

Keep your lips slightly parted (otherwise the sounds can't come out) and read without the pencil, still looking in the mirror occasionally. Repeat the words you are uncertain of. (Some performers keep their lips pursed but parted when talking in the dummy voice, and you may prefer to do this.) Move your lips and head when speaking in your natural voice, and let the dummy sit quietly, with his head tilted to watch you. When in the dummy voice, keep your own head, as well as your lips, still. Movement draws attention and you want your audience to shift attention to the speaker, whether it's you or your dummy.

After you become facile at switching and moving, you are almost ready to put on a performance. Now you will choose your permanent dummy. The hand monkey may do if you want your dummy voice to be animal-like. If your dummy character is to be a little girl, you will want a doll you can sit on your lap or slip over your hand. The dummy should *look like* (not contrast with) the character your dummy voice is mimicking. You may wish to make a funny-looking hand puppet, or you can purchase an appropriate one at a toy store.

If you don't want to use a hand dummy, you can use a screen

or curtain with a pair of shoes showing under it to represent the dummy. Then you can talk to the "person" behind the screen and answer in your dummy voice. The illusion is not as great as with a dummy, but this can be performed on the spur of the moment when you may not have a dummy with you.

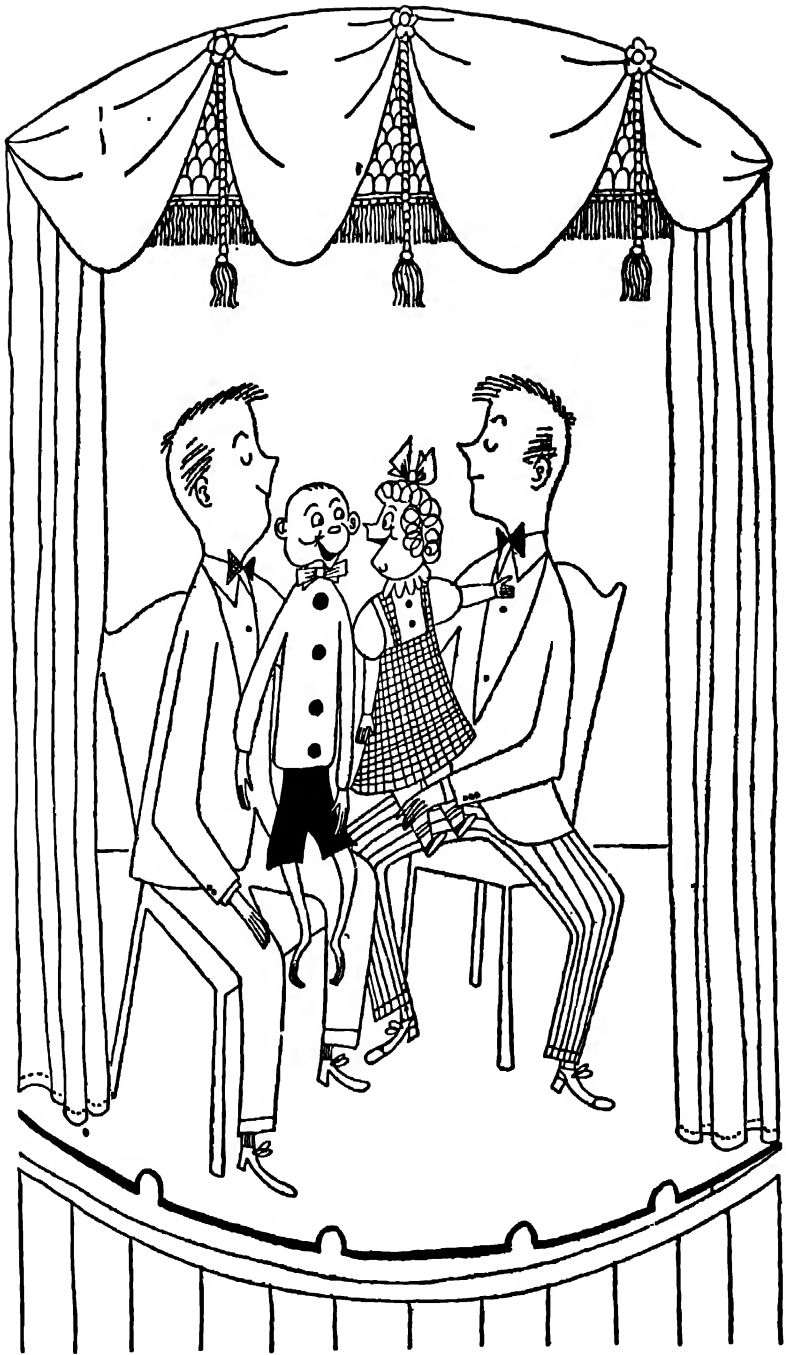
For your first public appearance, choose a few friends or your family and try out your act on them. Use a play or dialogue as a basis for your script, and tailor it to your tastes and character, perhaps adding a song. Then, after memorizing an act about 5 minutes long, put on the show in your living room. Have as much light as possible shining on your dummy and sit so that your face is more or less in shadow. You are trying to create an illusion and the more aids you get from the setting the better.

If this act goes over well, you will be ready for a bigger performance. Ask your audience to give you *constructive* criticism after you finish. Run through the act a second time, if necessary, to find the spots to improve. There are bound to be some slips in any performance and you can iron out the difficulties later in practice sessions before the mirror.

When tailoring your script, try to keep the sentences of both the dummy and yourself fairly short. Interrupting in the middle of a speech adds interest to a script and gives greater illusion than routine switching at the end of a sentence. Learn to imitate the sounds of musical instruments, animals, the wind, sawing wood, etc., as you can spice your script with these, and they are easier to master than words.

Another trick most ventriloquists use is to alternate between a whisper and a loud voice in the dummy. Whispering holds an audience's attention more than anything else, because people have to be quiet to hear you. If you can master whispering, musical and animal sounds, and interrupting in your script, you will be a star performer. You want to be able to interrupt in the dummy voice so rapidly that your audience will get the illusion of two people talking *simultaneously!* The whisper-switch-interruption needs practice, but is the most effective. Work your script around this.

The illusion of distance ("throwing" your voice) is not neces-



When your dummy meets my dummy, we all four talk.

sary to master unless you want to put on a stage performance of "distant" ventriloquism, but you should know some of the principles. You can create this illusion by holding your dummy at arm's length and letting him speak softly, then drawing him closer and raising the volume of the dummy voice at the same time. With some practice, you can seem to be throwing your voice to distant parts of the room simply by lowering or increasing the strength and tone of your dummy voice. If a ventriloquist wants the voice to come from a cupboard across the stage, he talks as a person would from the inside of a cupboard, and *looks* at the spot. Easier than this, he may put his dummy in a trunk and walk away. Then you hear a small voice seeming to come from the trunk, crying "Let me out!" The performer carries on a conversation this way, perhaps with his back or side to the audience, varying the volume of his voice ("voice modulation" is what this is called). You can do this too, practicing continually before a mirror with or without your dummy. But learn "near" ventriloquism first.

After your first tryout, you can judge better *what* in a script is most amusing. Figure that almost all audiences are likely to react the same way your family and friends do. A performance at a big gathering is no different from performing before your family. In fact, it is easier, because most of the crowd is not close to you—the first row should be about 10 feet away. Your voice will not be strong enough to carry to the far corners of a big room unless the acoustics are excellent, so try out the room empty first if you have an opportunity, and *don't* perform under unfavorable circumstances. Straining your voice will destroy the illusion.

If you are learning ventriloquism with a friend, it is a fine idea to put on a combined performance, with both of you and your two dummies. In this case, a staged argument usually creates a sensation, with the dummies bickering and the performers trying to keep them apart.

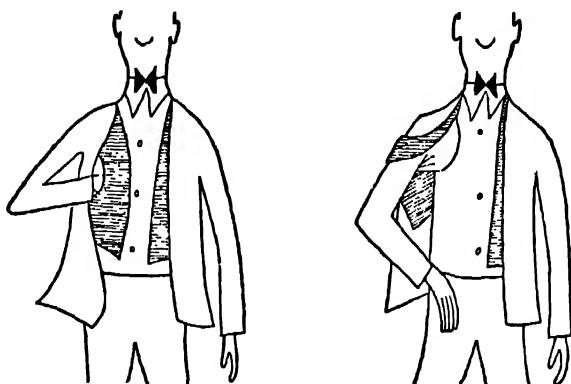
Remember that in all ventriloquism the misdirection of attention is of primary importance. Your act should always aim at diverting attention toward the dummy and away from yourself when you are in the dummy voice. Remember always to do this and your career as a ventriloquist is bound to be a success.

THE VEST STUNT

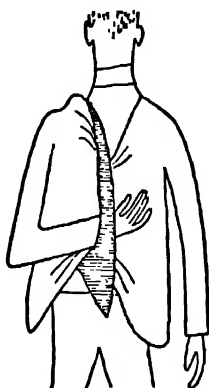
Have you ever seen the fascinating stunt of removing a man's vest without taking off his coat? This is a legitimate stunt (no trick) and one that you can do yourself.

This is possible without trickery because your vest is not *enclosed* within your coat. It consists of loops inside of outer loops, not interlocking circles.

When you perform this stunt, wear an old and loose-fitting coat. The first thing you do (after unbuttoning the vest) is to double up one arm and slip that arm, fist first, through one armhole of your vest. Then pull the armhole of the vest over that elbow. Here are the first two steps:



Now, push the loose part of your coat through the armhole of the vest, and pull the vest across your back until you can reach it with your other hand.



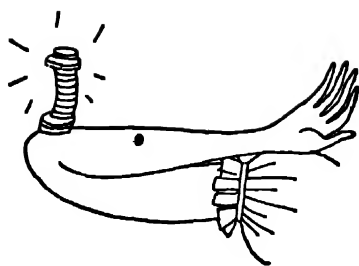
Next, stuff the loose end on this side of your coat through the armhole of the vest, and pull the vest over your shoulder, slipping your other hand now through the same armhole.



At this point you will be able to take your whole vest and stuff it down through the coat sleeve. Do this methodically, and you will be able to extract the vest easily from your sleeve cuff, like this:



Stunt accomplished (provided you can find a suit with a vest).



COINS ON ELBOW

Practice this over and over again until you get the timing perfect before performing it for a party group.

Place a pile of coins (start with 1, then 2, and increase to 4 or 5) on your elbow with your hand bent back to rest on your shoulder and your palm open and facing upward. Now, bring your hand forward and down sharply in an arc. The coins will fly off your elbow into such a position that your open hand scoops them in automatically before they fall to the floor.

Your guests will want to try this, too. Few can do it the first time they attempt it, but it really doesn't take long to "get the hang of it."

JUGGLING

Juggling seems mystifying to people who have never learned the art, but it is really quite easy to learn if you have just a small amount of manual dexterity—the ability to move your hands quickly and accurately.

To start, get yourself a set of 4 balls of equal size and weight. These can be rubber or tennis balls. (Later on, you may want to use wooden balls or special silver-plated hollow brass balls which can be purchased at a magic store.) Begin with one ball. Toss it straight up in the air with your right hand and catch it with the same hand. Repeat this over and over, throwing it about a foot high and as straight vertically as you can. Then do the same with your left hand, and keep repeating it. When you can throw the ball uniformly with either hand and catch it unerringly each time, you are ready for the next exercise.

Now throw the ball up the same distance, but with a slight left arch, with your right hand; catch it in your left, and toss it over to your right hand. (Left-handed people would start with the left hand.) Keep repeating this cycle rhythmically until you perform it perfectly time after time, with the ball going to exactly the same height each time. See Diagram A.

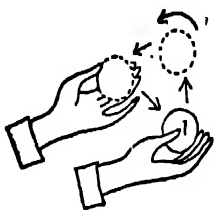


Diagram A

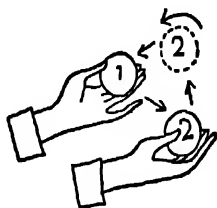


Diagram B

Take 2 balls now, and hold one in each hand with your elbows fairly close to your sides. With your right hand toss the ball in the air (same distance as before), and at exactly the same time toss the ball that is in your left hand into your right hand. As soon as you catch the first ball with your left hand, you throw the second ball

up with your right hand. Keep the cycle going, as in Diagram B. Just remember to hold your hands fairly close in toward your body so your eyes can see the balls in flight easily. As you gain skill in throwing and catching, your rhythm will gradually improve, and juggling 2 balls will be second nature to you.

With 3 balls now, hold 2 in your right hand and the third in your left. Toss one from your right hand into the air, and just as it reaches the *top point* of its flight, toss the second ball from your right hand into the air. At the same moment, toss the third ball from your left hand into your right. By the time your left hand has done this and come back into position, the first ball will be ready to be caught by your left hand. As you catch this in your left, you toss the third ball up in the air with your right hand. When you are juggling with 3 balls, two balls are always in the air, as in Diagram C. You will find it more convenient to throw the balls higher in the air with 3 than with 2, for it will give you a longer time between moves and help your rhythm.

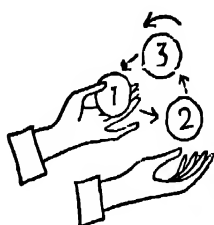


Diagram C

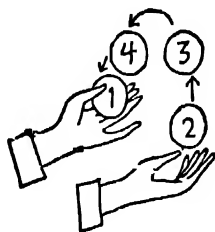


Diagram D

Juggling 4 balls requires you to throw the balls still higher, but otherwise the procedure is the same. You start with 2 balls in each hand. You toss the first ball with your right hand, and before it reaches the peak of its height, you toss the second ball with your right hand. At the same time you pass one ball from your left hand to your right. You now have 2 balls in air and one in each hand. Before the first ball comes down, you have to toss the third ball with your right hand, and pass the fourth from left to right, thus releasing your left hand to catch the first ball. See Diagram D.

Now you have the rhythm, and it is a fairly easy matter to keep the balls going. As you practice, you will come to know exactly how high to throw the balls and exactly at what instant to toss and catch. Keeping rhythm will allow you to continue juggling without difficulty for as long as you want.

When you have had enough practice, you can put on a performance for your friends. When juggling in public, just forget that anyone else is present and follow your routine automatically.

Juggling silver balls will give a glittering impression, and for stage performances these are often used. Plates (either enamel over metal, or china) will be easy to handle once you have mastered juggling with balls, and they give audiences an even greater thrill. You always toss plates so that the flat surface is almost parallel to your body. It's a good idea, of course, to practice with the metal plates before starting on the family's good china! After you develop the correct rhythm of movements, you will be able to juggle with *anything*.

On the stage, you have no doubt seen jugglers handling bottles with ease. These are not ordinary bottles, of course, or they would not always come down neck first. You will remember the physical law that gravity has the greater pull on the heavier part of an object. Applying this to a bottle, you will find that an ordinary bottle is heavier at its base than at its neck, and therefore when you throw it in the air, it will come down base first. The juggler's bottle has lead in its neck and this extra weight causes it to fall neck first, thus making it easier to grasp. You can weight your own bottles by sealing lead or shot into a hollow cork if you want to learn bottle juggling. The system and rhythm are exactly the same as with balls, and you handle the bottles by their necks, flipping the bases up in the air.

Indian clubs (similarly weighted) and even umbrellas and parasols are used by stage jugglers. The umbrellas and parasols have weights in their handles, and usually, also, they have buttons which allow you to open them out easily while juggling, to end



the act in spectacular fashion. Don't attempt umbrella juggling in a low-ceilinged room!

After you have developed skill in juggling, you may want to add some comedy to your routine. This is done by throwing a ball too high, out of its regular path, or tossing behind your back, or something similar, and then making the catch by reaching, and going on with the regular rhythm. At the end of your act, you may toss a ball to a spectator and catch him unawares.

You may also want to dress up in costume to perform for an audience, or talk gibberish while you juggle. Will Rogers got his start as a comedian by talking while he twirled a lasso. (P.S. Eventually he gave up his twirling.)

DOLLARS AND BOTTLES

For these stunts two small soda bottles and a crisp \$1 bill are your equipment. You can also use a steady, well-balanced table, but if the floor is level that will do as well.

Make sure that your bottles are perfectly dry and that the mouths are not sticky. Place the dollar on the table. Stand a bottle upside down with its mouth on the center of the dollar bill, and challenge your guests to remove the bill without touching or upsetting the bottle. After your guests have had a few unsuccessful tries, step up and use one of two methods of removing the bill.

One way is to grasp one end of the bill firmly and, with a flick of your wrist, to snap the bill out from under the bottle. Do not raise your hand, but pull sideways. The sudden action will pull the bill from underneath the bottle without disturbing its balance.

The other method is to roll up the bill, starting at one end and rolling tight. When the roll is up against the bottle, keep rolling with your fingers at the edge of the bill so that your fingers don't touch the bottle, but so that the roll pushes the bottle across the paper! When the bottle is pushed by the roll completely off the bill, you can pick the bill up.

A more difficult stunt is to set one of the bottles on its base, place the crisp dollar bill on top of the bottle's mouth, then place the other bottle inverted on top of this so that the bill is between two balanced bottles. Now, let your guests try to remove the bill without touching or upsetting the bottles. They will attempt to roll up the bill, which, of course, won't work this time. If they try to snap the bill out they may succeed, but in all likelihood they will have to wait until you show them how. When they have given up, you grasp the left hand side of the dollar bill firmly in your left hand. Then, with the forefinger of your right hand, strike the bill sharply downwards halfway between your left hand and the bottle. The pressure downwards so suddenly will snap the bill from between the bottles without upsetting their balance. This method gives a much sharper snap than a flick of the wrist, and will always work, provided the table top is level and the bottles are balanced perfectly.

THE MAGNETIC PENCIL

This stunt depends, as does most magic, on an optical illusion. It requires a bare minimum of practice, but a good “patter.” This holds your audience’s attention as you perform, makes the stunt interesting and delays the denouement.

Grasp a pencil in your left fist, put your hand up in the air with the fingers pointing toward you. Wrap your right hand now around your left wrist in such a way that the forefinger of your right hand is flat in the palm of your left fist. Your “patter” at this time should be something to the effect that your fist is going to get tired up there in the air and it will need some support.

Now the audience is looking at the back of your hand with the pencil extending on each side. Explain that you are going to let go of the pencil completely, but that the pencil will not fall! How will this happen? Through sheer personal magnetism.

Keep talking to your guests about the magic properties of the pencil, how it is attracted by a magnet inside your body, etc. You may claim knowledge of how to defeat gravity and use technical-sounding terms, such as gamma-beta rays, or anything non-intelligible that sounds authoritative.

As you talk, slowly uncurl the four fingers of your left hand, but continue to grip the pencil with your thumb. When your fingers are extended straight up in the air, lift your thumb gradually and tensely until the pencil is completely released.

Your audience will not know that the forefinger of your right hand, hidden from them in the palm of your left hand, is actually holding the pencil in place. Your guests will notice only that the fingers and thumb of your right hand are grasping your left wrist, and will not (for a while) wonder where the forefinger is.



Practice this stunt at least once before performing. Don't let anyone stand behind you or beside you during the act.

THE SWAMI MIND READING STUNT

"Did you know I can read minds?" you say during a lull in the conversation. While the guests express their skepticism, you maintain a serious expression, and when you can get a word in edgewise, tell them that you can prove your ability. "It is very difficult," you may tell them, "but with your cooperation I can prove my mind reading power."

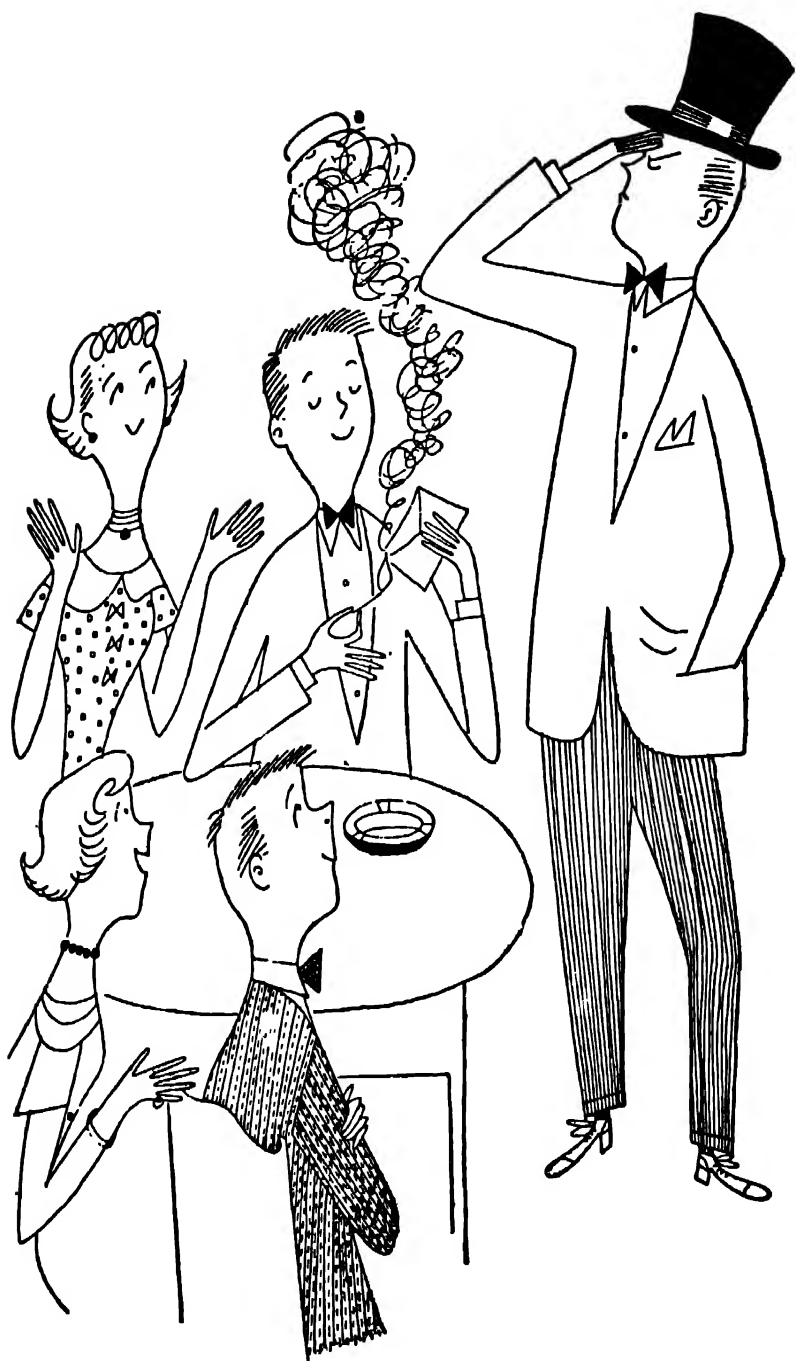
You begin by handing someone a small square of paper. Ask him to write down a brief message. While he is doing this, ask if someone has an envelope to seal the message in. Have one ready yourself, of course, in case no one else has one—it doesn't matter who supplies the envelope!

When the guest finishes writing the message, ask him to fold it up small. You take the slip from him and, while everyone watches, you insert it in the envelope. Now you dramatically seal the envelope, produce a match and ask someone to burn the envelope over an ash tray. Within a few minutes, however, you will tell your astounded audience the exact words of the burned message!

Does it sound impossible? Actually, this impressive stunt is easy to execute and takes very little practice. The only advance preparation is to have a small scratch-pad in your left-hand jacket pocket (reverse this if you are left-handed) and a small square of blank paper, folded up small.

Now comes the slight bit of sleight-of-hand which is needed for this stunt. You must exchange the blank square for the real message! That is, you "palm" or hide the blank square in the palm of your hand, and insert *it* instead of the real message into the envelope! Then you hide the real message in your palm until your audience's attention is focused elsewhere. While everyone is gazing at the burning envelope, you stick the real message into your left-hand pocket. Keeping your hand in your pocket, unfold the message with your fingers and flatten it out against the small pad there.

Cup the pad in your left hand and bring it out, tilting it away from the audience. There on top, right under your eyes, is the message which is supposedly going up in smoke at that very moment!



"Burn up the message before I read it!"

The rest is just acting on your part. With a great show of concentration you write something on the pad. You frown, act dissatisfied with what you have written and tear off the top sheet of the pad. Crumple it up, along with the message, and drop it into your jacket pocket. Now, with a smile of inspiration and a great show of energy, write down the real message you have just seen and ask, "Is this your message?" Then read it with great dramatic emphasis, no matter how silly the message!

You can mystify your friends many times before someone thinks to ask to see the message in the envelope—*before* it's burned!

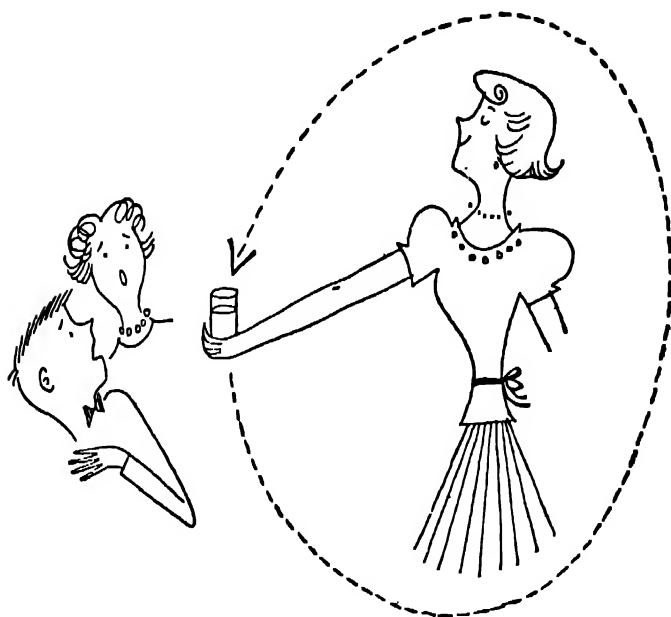
THE EGGSHELL ORBIT

Take half of an eggshell and place it on the bevelled inner circle of a flat, *wet* plate. Pick up the plate and tilt it slightly. The eggshell will slide downwards, of course, and it will also rotate at a great speed. Tilt the plate in another direction and the eggshell will whirl away, but will not leave the plate as there is surface tension making it adhere when there is moisture on the surface.

Practice this stunt a little, and you will be able to perform a "crazy waiter" act for your guests.

REVOLVING A GLASS OF WATER

Practice this outdoors. Hold a small glass of water in your right hand with your palm up and your elbow pointing down. Swing your arm up in an arc, counter-clockwise, ending with the glass right side up, but with your wrist now reversed and your elbow higher than your hand. (See diagram.)



The motion of your arm should be rapid, until the end of your swing, which must not be abrupt, or the water will spill. If performed properly, not a drop will fly out.

After you have achieved perfection, face your audience as you perform this stunt, and let the front row flinch!

5. Cahoots Stunts

The fun of sharing a secret with a confederate is the basis of the stunts here. A cahoot is a collusion.

FINGERPRINT DETECTION

You start this stunt rolling by making the fantastic claim that you can tell who has taken a coin that you leave on the top of a glass by simply looking at the fingerprints. Someone is sure to challenge you, so you take a drinking glass and place it upside down on the table. Then you place a quarter or half dollar on the glass. Tell your assembled guests that one of them is to pocket the coin after you leave the room, and you will tell who has it when you return.

After you come back to the room, you ask each guest in turn to place his or her finger (any finger) on the glass. Then you pick up the tumbler, examine the fingerprints closely, and name the person who has taken the coin.

How? You have a confederate among the guests. And beforehand you have arranged that he is to place his finger on the glass immediately after the guest who took the coin. It's puzzling, and you may be able to repeat the stunt (wiping the glass clean first, of course!) several times before the crowd catches on.

THE VANISHING COIN

Presto change-o! and a coin which you borrow disappears from beneath a handkerchief (also borrowed) right in front of everyone's eyes.

Start by rolling up your sleeves. Then ask someone to lend you a fifty-cent piece, and someone else to lend you a clean handkerchief. You hold the coin between your thumb and forefinger, put the handkerchief over your hand, and ask several of the guests to feel through or under the handkerchief to make sure the coin is still there.

Now you make it disappear. Suddenly, you sweep the covering away, and no coin is there! It has vanished completely.

This stunt is much easier to perform than you might think. John, the last person to feel the coin under the handkerchief, is your confederate, and when he says the coin is still there, in reality he takes it away from you!

When the lender of the coin begins to show signs of worry, tell him you have spirited it to a far corner of the room, under John's chair. John pretends to retrieve the coin, which he has been holding concealed in his hand, and presents it to its owner with a flourish!



SECOND SIGHT

The magical tricks of seeing while you are blindfolded and reading a person's mind never fail to amuse a crowd. Second Sight is fun to play and easy to perform if you have a good memory. For example, you stand blindfolded at the end of a room, with your back to the audience. One person from the group goes around and puts his finger on one object or person after another.

He asks: "Can you tell me what this is?" or "Will you announce to the crowd who is shaking hands with me?" Of course, you are able to name everything perfectly. How do you do it?

The first requirement is that the person going into the group of guests must be in "cahoots" with you. In asking each question, your confederate uses a signal word according to a prearranged code, so that you know the answers immediately.

In the question above, for example, the word "tell" might indicate to you that your partner has taken a coin from his pocket—or perhaps from a guest. "Tell" was the signal you had prearranged to mean a coin. The word "announce" in the second question indicates that your partner is shaking hands with John. If he had asked, "Will you *state* the name of the person I'm pointing to?"

you would know the answer was Mary, while if he had said, "*Give the name of this person,*" it would be Ruth. Your memory simply has to be faultless.

If you make a slip, your confederate should just say, "Oh, you're not quite right," and then repeat the question.

THE MYSTERIOUS TEMPLE

The host leaves the room, and the guests think of a number from 1 to 5 before asking him to come back. Without a word, the host goes around the group pressing his hands to the temples of each of the guests. As he feels the heads, he gets "thought waves" from them, and by the time he finishes one round he knows the number which the group had in mind.

It works! The host can never fail to guess the right number, for he has a confederate in the group. This person, who is in "cahoots" with the host, clenches his teeth while the host presses his temples. If the number is 3, he clenches his teeth 3 times, etc. Thus, the host will get the correct "thought wave" from him.

Feel your own temples as you clench your teeth and you will see that this movement causes a ripple which can be felt easily. Your guests will think you are performing miracles, however, when you guess the number correctly each time.

SPOON PHOTOGRAPHY

Before performing this stunt you announce that you can take a person's picture with a magic silver spoon, without even being in the room! You hand one of the guests a silver tablespoon and then you walk out of the room. While you are gone, your guests must press the back of the spoon to the forehead of *one* of the guests.

On returning, you look carefully into the bowl of the spoon and say, "Why, that's John's (or Mary's) picture!" And you will be right, to the amazement of your guests, although they may not be able to see the "magic" picture themselves.

How is this done? Of course, the magic spoon is just any ordinary spoon. When you re-enter the room and take a look at the spoon, you also take a look at one of your friends with whom you have arranged to be in "cahoots." He will pantomime the correct answer by imitating as best he can the player whose "picture" was taken. If John, whose picture was taken, is now sitting with his legs crossed, then your confederate sits with his legs crossed and in the same position in the chair. If Mary had her picture taken and is now fiddling with her hair, your confederate fiddles with his hair without otherwise calling attention to himself. By his actions, you know the answer.

If anyone doubts that you see any picture there, offer to do it again.



"Whose picture do I see in this spoon?"

FOUR-LEGGED

Here is a "cahoots" stunt to be recommended *because* your audience will catch on quickly! After all, it's a good idea to flatter their ego and make them feel clever too. (It will also make them easier to stump in the next stunt you pull.)

In this game you are blindfolded and your partner asks, "What am I holding (or touching)? Is it a ring? Is it a table? Is it a necklace? Is it a hat?"

You would answer, "It's a necklace." (Catch on?)

Let's try again. "What am I touching?" your partner asks. "Is it an apple? Is it an orange? Is it a chair? Is it a book?"

You would answer, "It's a book." Why? Because this was the object mentioned immediately after a 4-legged object was mentioned. In the first example, the necklace came after the table, so you knew the answer correctly.

The object itself might be 4-legged—particularly if your partner takes whispered suggestions from other guests (a good practice, incidentally). Then your partner simply names two 4-legged objects in a row, and you know the second one is the object he's touching.

LIFEBOAT

The host or leader announces that everyone is on board a sinking ship. Each has a chance to get into the lifeboat with one article, but only provided that the one article is the "right" one.

He points to one guest at a time, and says: "Ship is sinking! What will you take?"

The first person, whose name is Catherine Johnson, for example, answers, "My cat."

The leader says, "All right, you may go into the lifeboat." Then he points to the next player, and asks the same question.

This player, whose name is James Smith, answers, "My book." He is told that he may not go. The guests who can't go the first time have another chance to answer the question, while those who can go immediately leave the center of the group and watch the fun.

Those who know the game (or Tillie Williams, which is somewhat similar) will have an advantage over the others, in a sense, but those not in "cahoots" will have more fun figuring Lifeboat out.

The reason Catherine Johnson could go was that her article (cat) had the same initial as one of her names, while James Smith's book did not. It may take your guests quite a time to figure out the code and learn why some leave and others don't.

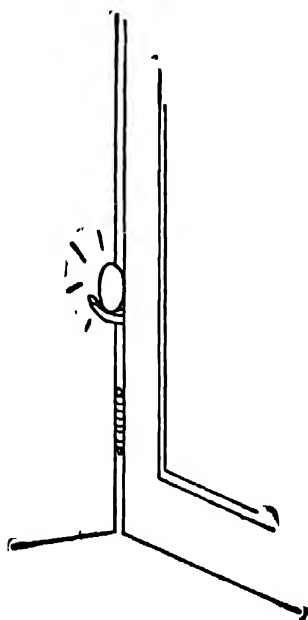
HOLD THAT EGG!

When you are in a dilemma—rebuffed, perhaps, by a guest who has a phobia against games, or who insists on exposing the secrets of your stunts—here is a stunt to entice him with. Ask him to place two of his fingers through the opening of a door on the hinge side. You then hand him an egg and ask him to hold it for you.

This serves to anchor your “difficult” guest to the spot, as he cannot remove the egg from his fingers without letting it drop on the floor!

No matter how he squirms, reaches, stretches, juggles, or squeezes, he won't be able to get the egg to a safe place—unless he squats down and (a) inserts the fingers of his free hand below the lower hinge; (b) allows the egg to drop carefully to those fingers; and (c) lowers it to safety on the floor.

Of course, he doesn't know that the egg is hardcooked!



TELEPATHY

The subject of telepathy and extra-sensory perception always makes for interesting conversation, and there is likely to be some one in your party who claims ability along this line. Ask your guests if anyone who feels telepathic will conduct an experiment with your group. You are bound to get one volunteer—choose female over male for this if you have a choice. Let her go out of the room while the rest of the group concentrates on a thought.

While the girl is out, the host or hostess tells everyone how the stunt works. When the telepather returns she will attempt to receive telepathic waves supposedly being transmitted by the others. Then, no matter what thoughts she says she is getting telepathically, you are to answer in the affirmative. You must each say, "That's it!" to everything she says, varying your reactions. You answer hesitantly at times, and enthusiastically at others.

When you call the girl back, you all look very serious as you concentrate on sending your thoughts to her telepathically. If she seems timid about expressing her first messages, encourage her. When she discovers that she is on the right track right away, she will gain confidence. Soon she will be tremendously excited to discover that she is so telepathic! Keep assuring her and being astounded at her wonderful ability.

Before the evening is over, be sure to tell the telepather the real secret of her success. If she is a particularly emotional and sensitive person, you may think it best to tell her even sooner. If the secret is not kept too long, she is likely to laugh at her gullibility, along with the crowd that was in "cahoots."

6. Science Stunts

Simple physical facts will amaze you time and again—as you will find in these demonstrations.

CALLING-CARD KETTLE

Of all the purposes for which the business calling card is made, who would dream that you can use it for a kettle to boil water in?

If one of your guests happens to have a calling card handy, ask him to let you have one to boil. The best type of card is the glazed kind, but any card will do. Turn up the edges about 1/8-inch all around the 4 sides. Then pour just a few drops of water in the center. Now, with your other hand, hold a lighted match under the water on the card. In a few seconds the water will boil, and the card will not burn or scorch, although it may become black on the bottom.

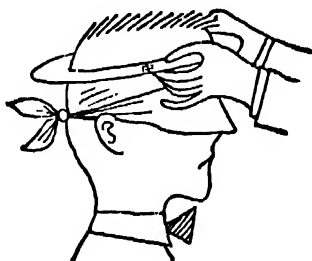
How is this possible? Water keeps the card at the same temperature as the water, so the water boils before the card begins to burn. The kindling temperature of paper is higher than the boiling point of water. Water will not heat past its boiling point—212°F.—but just go off into steam. It is this characteristic of water that every housewife recognizes in her cooking: a small flame that merely keeps the water boiling cooks as quickly as a high flame, and more economically.

BLINDFOLD EXPERIMENTS

You can't always trust your senses. Most of us know that straight lines look crooked sometimes, some lines look longer than their equals, some people look taller than others of equal height, etc. We don't trust appearances.

Nor should we trust our senses of touch and hearing. These experiments will demonstrate this truth dramatically and effectively to your guests.

Ask for a volunteer. Seat him in a chair and blindfold him. Now take a cardboard hat brim which you have cut out beforehand, slit through the front and stuck together again with scotch tape. (See diagram.) Push the cardboard ring down on his head as far as it will go. You immediately untape the hat brim and remove it from the blindfolded man's head. Now you ask him: "Please take off your hat," and he will reach up to remove it, because he thinks it's still there!

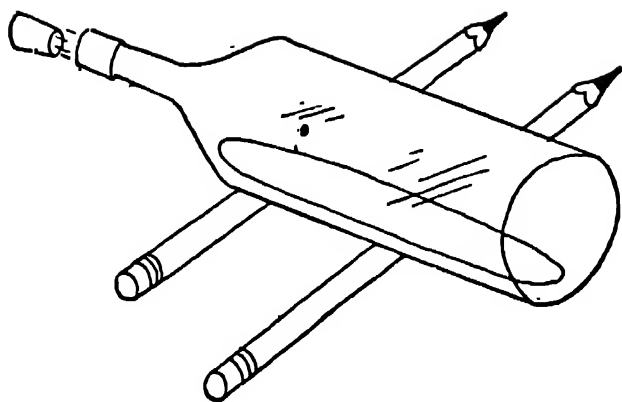


Now ask your subject to stand up. Take a clothes brush in one hand and, standing behind him, brush *your own* coat, simultaneously rubbing the back of *his* coat lightly with the palm of your hand. Ask him to tell you what you're doing and he will tell you positively that you're brushing the back of his coat. The sound of the brush, the touch of your hand, and the association he has of past experiences of this nature, will lead him to assume this.

Now tell your subject to sit down again, and ask him to tell you the direction from which he hears the sounds that you will make. Stand in back of him to one side and clink two large coins

together near one ear. He will be able to locate the direction easily. Try the other ear and again he will have no difficulty. Now click the coins in a line midway between his ears each time—first above his head, then below his chin, then above his shoulders, then in back of his head. The subject will be confused about the direction more often than he is right! The reason is that we use our ears to detect the direction of sounds in coordination with our eyes. Usually sounds reach one ear before the other, or are louder in one ear, and we get the directional idea from that if we can't see where they're coming from. When we can't see, and the sounds reach each ear simultaneously with the same strength, our idea of direction is confused. This inability of the human ear to detect direction is the basis of ventriloquism as we saw on page 40.





RECOIL

Those of your guests who have been in the army will be acquainted with the principle of "recoil," but they will be as interested as your other friends in demonstrating the recoil of a bottle-gun right in your living room. No one will get hurt, although you will fire off a miniature cannon.

Take an empty ginger-ale bottle, and put into it 1 ounce of plain vinegar. Arrange on a table 2 round pencils as rollers for the bottle (see diagram) and have a cork ready to stuff in the bottle. Now quickly pour 1 teaspoonful of baking soda (bicarbonate of soda) into the bottle, put in the cork, and lay the bottle on its side on the rollers, noting the spot on the table where the rollers are resting.

Within a few seconds, the cork will fly out of the bottle with force, and the bottle will move backwards on the table, visibly rolling on the pencils. The recoil force will be obvious to everyone.

The gases expand in the bottle and exert pressure equally in all directions, as you know if you ever studied physics. The cork, which is the lightest part, is hurled off with a great kick, and the bottle, which is much heavier, moves in the opposite direction with less velocity.

CANDLE LIGHT, JUMP!

First, light a candle and let your match continue to burn. Then, while your audience watches, blow out the candle gently. The candle will continue to smoke a little. Wait a split second for the smoke to start up again in a straight line, then hold the lighted match an inch or more above the candle and say, "Candle light, jump!"

Mysteriously, the candle will light up again!

After a little practice, you will discover exactly the farthest distance above the candle that you can hold the match. The reason this works is that the stream of air above the candle is still hot and it acts as a wick, carrying the flame from the match *down* to the candle.

EGG STUNT

The white pellets so neatly packaged by hens can be of great help to you in performing stunts. For instance, you might take two eggs, one raw and one hardboiled, and offer to pick out the raw one no matter how your guests may mix them up while you are not looking. You guarantee not to break the shell, tap it, or even listen to it while you shake it. Someone in the crowd is certain to take you up on this. As soon as you have aroused enough interest, you spin the eggs, one at a time, on their sides by simply giving them a flick of the wrist. The hardboiled egg will spin easily, while the raw egg (which is viscous) will wobble and stop after a couple of turns.

EGG IN A BOTTLE

Start this with a hard cooked egg (peeled of its shell), a milk bottle and a challenge to your audience. Ask if anyone can make this egg go through the neck of the bottle on which you place it. Let your guests try—but ask them not to eat any of the egg!

Some of your crowd may try to force the egg through, but they won't be successful. When they give up trying, show them how to perform the trick. Take a match, light it and drop it into the milk bottle. You must remove the egg to do this, but replace it on the neck of the bottle at once. The flame of the match will consume all the oxygen in the bottle, and this will create a vacuum which will suck the egg in.

EGG OUT OF THE BOTTLE

You have the egg in the milk bottle, but you don't want to break the glass to get it out. (Egg full of glass splinters is not appetizing.) So you challenge your guests to get it out without breaking anything. They'll try lighting matches, but that won't work now. They can shake and jiggle, but that won't do it. So you show them. Simply hold the bottle up, allowing the egg to fall into the neck; now hold the bottle mouth to your mouth and blow in hard. Remove the bottle from your lips immediately and the egg will fall out. Vacuum does it.

THE FLOATING EGG

Announce that you are going to show your guests the magic power you have over eggs. You then produce two eggs and two tumblers full of water. Ask one of the guests to write the word "sink" on one egg, and ask another guest to write the word "float" on the other egg. Now tell your friends these eggs will do just as they are told.

Saying this, place the "sink" egg in one tumbler, and the "float" egg in the other. Do this gently, with a spoon. The "sink" egg will sink to the bottom of the tumbler and stay there. When you place the "float" egg in, you can wave your hand mysteriously over the glass and say a few "abacadabras" but this really isn't the least bit necessary. The "float" egg will sink to the bottom, then slowly rise to float on or near the top!

The eggs can be fresh or hardcooked; it makes no difference. If your friends think there is something special about the eggs, produce two more and perform the stunt again, letting any skeptical guests write the words this time. If they think there is something peculiar about the water, let them take a sip from the top of each tumbler.

How do you do it? The tumbler on the left is plain water, and the egg sinks in that. But the tumbler on the right contains salt water (in a strong solution) at the bottom and a layer of fresh water on top. The fresh will not mix with the salt water if you pour it on top through a straw or funnel and let it slide down the side of the glass. Just an inch or less of fresh water on top is enough. You make the salt solution by dissolving the salt long ahead of time in a glass, and letting it stand. Then pour the solution into a fresh tumbler so no salt grains are visible in the bottom. Test with the egg to be sure the salt mixture is strong enough before adding the fresh water. And make sure, before performing, that the glasses look alike.

ELECTRICAL DEMONSTRATION

Warning: This stunt does not work if all conditions are not favorable. Tell your audience this before you begin, and if the stunt is successful, you will get all the more applause.

Point out that everyone is in reality an electrical powerhouse. We are active magnets, walking around, generating electricity. Witness the fact that we can shock each other by walking across a thick carpet on a cold night and touching another person.

But did you know that we have enough electricity in us to turn on an electric light bulb without wiring it up? For this stunt, you will have to turn off all the lights, and if the air is cool and dry enough you will perform this without difficulty.

Now, take a short fluorescent light tube in one hand. Holding it like a violin bow, rub it across the sleeve of your wool coat briskly for several minutes. Enough electricity will leap through the glass of the tube to light up the gases inside for a moment. Stop after your audience has seen the flash of light.

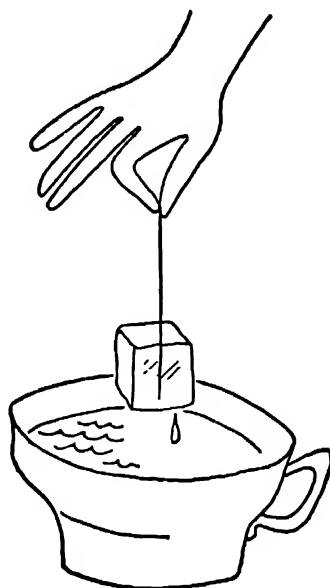
When the fluorescent tube is in its socket, an electric current is sent through it from end to end, causing the gases inside to light with a cold light. Static electricity, caused by rubbing the glass across your wool (or it could be fur) coat, causes the same effect. The reason this will not work in damp weather is that electric charges are not as strong in warm, moist air.

ICE CUBE DERRICK

Challenge your guests to take an ice cube out of a cup of water by using a short piece of string as a derrick, without touching the ice with their fingers.

Some will try to loop the string under the slippery cube, and others may be completely puzzled. When all have had a chance to try, you can show them how to do it.

Dip the string in the water until it is thoroughly wet, then lay the string across the top of the ice cube. Now sprinkle a little salt along the line of the string, allowing the salt to fall on both ice and string. Where the salt strikes the ice it will melt it a little (you know how salt can melt ice from the sidewalk in winter) and will form a coating with the water in the string. As this re-freezes, it joins in a strong bond with the string. You simply lift the string, and the ice cube is affixed to it!



7. Puzzlers for Groups

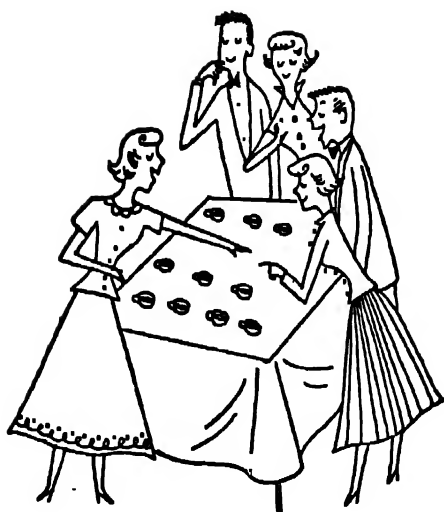
People have more fun than anybody when they're puzzled by little things they "should" know. Some of these are educational too.

TAKE A POWDER

In advance of the party the host or hostess gets ten china or paper cups and places them on a table. Each cup must be identified by a number, either chalked on the cup or on a card placed in front of the cup. The host partially fills each cup with a different white powder. In one cup he places a couple of teaspoons of salt, in the next the same quantity of sugar. In the third he may put flour, in the fourth baking powder, in the fifth talcum powder, in the sixth plaster in powder form, in the seventh bicarbonate of soda, in the eighth tooth powder, in the ninth soap powder, and in the tenth powdered milk or a medicinal powder.

Provide the players with paper and pencil and ask them to identify the powder. They are allowed to smell and look closely at each cup, but may not taste the contents or pick up the cups. Each player writes down his guess of what the powder is, alongside the proper number. Of course, the player with the most correct answers wins. It isn't so easy!

(Hint: The host should keep an accurate record as he prepares the cups.)



TAKE A CUPFUL

For a variation, you can play the same game as above with yellow liquids. In the first cup, the host pours a weak blend of coffee, in the second a strong brew of tea, in the third maple syrup, in the fourth a little yellow cough medicine, in the fifth apple cider, in the sixth ginger ale (flat), in the seventh kerosene, in the eighth gasoline, in the ninth turpentine, and in the tenth olive oil, vinegar or vanilla. Mix up the numbers so coffee and tea are not near each other, to make it more difficult.

DROP THE GUN!

Provide yourself with a toy pistol and a large number of unbreakable objects which will make different sounds when dropped on a wooden floor. You will also need an old sheet or blanket. When you are ready to play, stretch and tack this across a doorway with its bottom resting solidly on the floor.

Give your guests pencil and paper and tell them to write down in proper order the objects you are about to drop to the floor on the hidden side of the sheet. Then, one by one, drop:

- | | |
|------------------|-----------------------------|
| 1. A key | 10. A book |
| 2. A rubber ball | 11. A ball of string |
| 3. A toy pistol | 12. A pot |
| 4. A shoe | 13. A pin |
| 5. A tablespoon | 14. A pencil |
| 6. A half dollar | 15. A scissors |
| 7. A wet rag | 16. A penny |
| 8. A magazine | 17. An unopened can of food |
| 9. An orange | 18. A glove |

You can add to this list, according to what you have around the house. Try to mix up the items so it will be more difficult to make comparisons between them, as between the penny and the half dollar. Be sure to tell your guests to list, for instance, the specific coins or whether you dropped a ladies' shoe or a man's shoe. You may redrop an item if requested.

The guest who lists the largest number of correct objects wins.

WHO'S THE GHOST?

Not the least bit like the game known as Ghosts, this stunt originally was a Halloween game, but actually it is suitable for any time of year and any kind of party.

First, all the male guests leave the room, and while they are out, the hostess gives each girl a sheet to cover herself with completely, from head to toe. When the men return, each is assigned a "ghost" to identify. He may ask the ghost to stand up or to make any sound (except talk in her natural voice). To help further, he may put his hand over the ghost's face, eyes, nose, ears, hair, etc. To feel below the shoulders or under the sheet is a "foul."

After one minute of investigation and interrogation, each man must make his guess as to his ghost's identity. It's surprising how few men know their own companions!

For a second round, the men can be left with the sheets, and the women have to identify them.

Another way of playing the game is to let each man guess each ghost in the first round, and see how many identities he can guess. This gives the men a better chance to become acquainted with everyone. The men may also consult together about the girls' noses, for instance, while giggles emerge from beneath the sheets.



"What pretty little Ghost do we have here?"

NAME THE FLOWERS

Especially good for suburban gardeners, this game requires first of all a seed catalog or even better, two catalogs. The host or hostess prepares for the game by cutting out pictures but not the names of the various flowers, numbering them and pasting them on pieces of cardboard. Then on a sheet of paper, the host must keep a record of the flower's popular name alongside its number. (Latin students may use the flower's Latin name.)

Suppose you have cut out pictures of 25 flowers. Then, when your guests are ready to play, you hand them each a pencil and sheet of paper and ask them to number 1 to 25 down the left hand side. Now pass the flower pictures around the group. Each guest must write down his idea of what the flower's name is, without consulting his neighbor.

After all the guests are finished, they correct their own lists as you read off the correct names and hold the flower picture up. The player with the highest number correct, of course, is the winner and can be awarded a double petunia or a packet of seeds. The player with the lowest score can be awarded an uncut seed catalog or a corsage of goldenrod.

NAME THE FACES

This is a switch on the above game. Instead of using flower pictures, the host cuts out pictures of people from newspapers and magazines. Use the faces of well-known men and women but, again, leave off the names. Play it exactly the same way you play "Name the Flowers." You may also play with pictures of dogs or other animals, if you can find enough pictures to paste up.

GUESSING GAME

The host or hostess prepares the materials for this classic game, counting and measuring out as he goes. Here is what you will need:

1. A large glass jar or paper bag of peanuts or dried beans.
2. An orange (not seedless).
3. Part of a page of a newspaper.
4. A tall glass of water.
5. A large dictionary.
6. A table lamp.
7. A long piece of string.
8. A photograph of a baby.
9. A small stack of writing paper.
10. A head of lettuce.

When your guests are ready to play, give them each a pencil and sheet of paper. Then, without touching the objects, each guest is to write down on his paper:

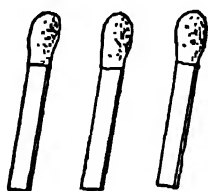
1. The number of peanuts or beans.
2. The number of seeds in the orange. (Divide and eat it later.)
3. The number of words printed on both sides of the newspaper scrap.
4. The quantity of water in the glass.
5. The number of pages in the dictionary.
6. The height of the lamp.
7. The length of the piece of string.
8. The age of the baby.
9. The number of sheets in the stack of paper.
10. The weight of the lettuce.

The winner is the player who guesses closest in the greatest number of classifications. He can then qualify as assistant to the weight-guesser on the Atlantic City boardwalk.

THE LAST STRAW

You can play this puzzler with straws, matches or toothpicks. Take 16 straws and place them in one straight line on a table. Now challenge any of your guests to play against you. The rules are simple: You and he alternate in taking 1, 2 or 3 matches at a time from the line. Tell him that he will always be left with the last straw.

If you go first, you can always win. (See solution on page 118.) If your opponent goes first, you can usually win, unless he figures out the winning combination. Sometimes not a single guest will be able to beat you in a whole evening. It's best to switch to other games and let your guests challenge you to a match after they've had time to think out how you always manage to win.



THREE, FOUR, FIVE

Even more disturbing to your opponents is this match contest, in which the principle is the same: the loser is left with the last match. Start by placing 12 matches on the table in 3 rows: top row of 5 matches, middle row of 4 matches, and bottom row of 3. Now each player is allowed to take as many matches as he wants from any *one* row at a time. Challenge your guests to beat you at this, and let them go first. You'll always win.

When you have to go first you can win too, provided no one discovers the secret combination. (See solution on page 119.) Your guests will be mystified at your cleverness if you play this right all the time.

With a big group, you can set up several tables and play against several opponents at the same time, the way the chess masters do when playing in simultaneous tournaments.

THE RUSSIAN TUNNEL

This story comes to us from behind the Iron Curtain, and so we are not certain how accurate our information is.

During World War II, Molotov, Vishinsky and Malenkov were traveling on a train in Russia. Suddenly the train entered a tunnel without the conductor's turning on the lights. The tunnel was long and sooty, and the three Russians were raving mad by the time the train emerged. At that moment, Stalin wandered into the car and noticed that the men had become spotted with soot.

He said to them: "Before I show you a mirror, I have an idea, and your answers will show me which of you is the quickest thinker."

The three men immediately sat up and paid strict attention, for each was anxious to show Stalin how smart he was.

"Now," Stalin announced, "each of you gentlemen will please look at the other two, and if you see *one* whose forehead is smudged with soot, raise your hand." All three quickly raised their hands, and kept them raised.

Stalin continued: "Now, as soon as any one of you knows with certainty whether he himself has been smudged or not, drop your hand."

Looking at each other for a few moments, the three men kept their hands raised. Then Malenkov dropped his hand, and said: "I know. I am smudged." Could he really have known? Or was he guessing? Ask your guests to figure this out and give the explanation. Let one person have the floor at a time, and make each player start from the beginning. (Solution on page 119.)

Because of this incident, it is said, Stalin chose Malenkov as his successor.

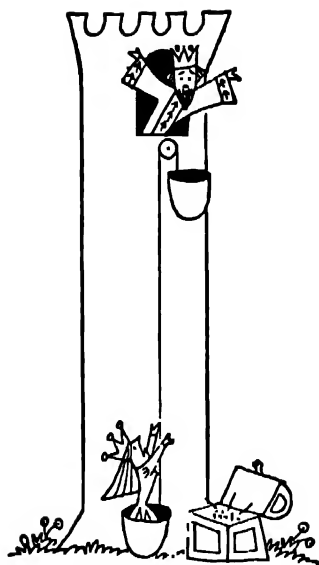
MISSIONARIES AND CANNIBALS

This classical puzzle has stumped groups of people for many years. Possibly it is based on a real event.

The story is that in deepest Africa there once were 3 missionaries who had converted 3 cannibals and were bringing them back to civilization. When they reached the Congo River, they realized they would have a problem ferrying the cannibals across, because their boat could carry only 2 at a time. It was not safe to let the cannibals outnumber the missionaries at any time—not on either side of the river nor in the boat. To complicate matters still further, only one of the cannibals, the king, could row, although all 3 missionaries could handle the boat.

Let your guests have pencil and paper, or coins, or toothpicks, to help in figuring out how they got safely across. (See page 120 for solution.)





THE CASKET AND THE BASKET

Perhaps not as ancient as the Missionaries and Cannibals, but old enough, is the story of the royal family imprisoned in London Tower. It seems that the king (who weighed 200 pounds), the queen (who weighed 110) and the crown prince (who weighed 95) were all imprisoned in the tower, along with a casket (weighing 80 pounds filled) which contained the royal jewels. Some of their friends managed to rig up a pulley with two baskets and a rope long enough to reach from the tower window to the ground.

Word reached the prisoners that they were going to be moved to another prison the next day, so the king decided to get his family out by the pulley and baskets that very night, if he could. The king knew that the pulley arrangement would work just so long as there was no more than 15 pounds difference in weight between the two baskets.

So the king put the casket in one basket, lowered it to the ground, and ordered the crown prince to get into the other basket. Did the royal family manage to escape with their lives and their jewels? If so, how? Let your guests have pencil and paper. (Solution is on page 120.) Even a mechanical engineer may have difficulty with this.

DEATH COMES TO THE SQUIRE

In a small English town a long time ago, this story was told:

It was a hot summer Sunday. The squire and his wife were in church when the squire fell asleep. He dreamed he was a French nobleman at the time of the Revolution. He had been condemned to death, and he was waiting on the scaffold for the guillotine to fall. Just then his wife, noticing that he was asleep, tapped him sharply on the back of his neck with her fan. The shock was so great—in view of what he was dreaming—that the squire immediately slumped over, dead.

Tell your guests this story, and then ask for a show of hands by those who don't believe the story could be true. Ask the *dis*-believers to explain their reasons. (The facts are on page 120.)

THE MAILBOX KEY MYSTERY

The vice-president of a big corporation had an extremely efficient housekeeper. When he left for his summer vacation he instructed her to forward the mail to him at his camp. During July he received no mail, so he phoned his home and asked the housekeeper what had happened. She explained that he had forgotten to leave her the mailbox key.

The vice-president apologized and promised to mail her the key right away. During August, he still received no mail, though the housekeeper had told him there was a batch of mail in the box. So, when he returned home, he immediately fired the housekeeper. Was he right in doing this?

Again, have your guests raise hands when you finish telling the story. Let those who think the vice-president was wrong explain why. (See explanation on page 120.)

THE TWO INDIANS

Once upon a time there were two Indians sitting on a fence, a little Indian and a big Indian. The little Indian was the son of the big Indian, but the big Indian *wasn't* the father of the little Indian. How can your guests explain this? (See page 121 for solution.)

THE OLD FRIEND

Before giving your guests the answer to the above problem, let them try this one:

One day Jim Brown was walking along the street when he met a boyhood friend.

Brown's friend, during their conversation, said: "Since I haven't seen you for more than ten years, I guess you don't know I'm married. I'm a proud parent too—this is my little daughter."

"Whom did you marry?" Brown asked.

"You wouldn't know," his friend answered. "Someone I met on a trip West."

"And what is your name?" Brown then asked the little girl.

"I'm named after my mother," the child replied.

"So your name is Mary too," Brown said.

"That's right," the child answered, "but how did you know?"

Let your guests figure out how Brown knew the little girl's name was Mary. (See page 121 for solution.)

THE PRISONER

You can amuse your guests with the classic puzzler about the man in jail. Someone comes to visit him, and when the visitor leaves, the prison guard asks the prisoner, "Who was the man who visited you?"

The prisoner answers with this enigma: "Brothers and sisters I have none, but that man's father is my father's son."

What is the relationship of the visitor to the prisoner? Give your guests 5 minutes maximum on this. (See page 121 for solution.)

THE TWO BROTHERS

A certain Saxon king, displeased with the greed shown by his two sons, left a will with an unusual provision: The sons were to mount their horses in a tiny town on the border of the kingdom and ride, without dismounting more than once, to the gate of the king's castle. The son whose horse arrived *second* at the castle gate was to be awarded the entire fortune.

As the king passed away, the sons began their "race," moving along slowly together for days on end. Each tried to go slower than the other, and after awhile they got so sleepy they had to dismount and get some sleep at an inn. While they slept, they each had their footmen alerted to notify them when the other left the inn. Actually, they left the inn together. As they were about to mount their horses, one brother whispered a few words to the other, they both laughed, jumped into the saddles, and raced the horses as fast as they could to the castle gate.

It doesn't matter to us which brother gained the fortune. But it is interesting to find out what the brother whispered. Tell the story to your assembled guests, and let them try to guess what was said. Tell them if they are hot or cold, and in 5 minutes they should have the answer. The solution, in case you need it, is on page 121.

THE WISE KING

During the Middle Ages, there was another king, a Nordic king, who had the opposite problem. His sons were good friends, and the king wanted to make sure that they would have no cause for jealousy, after his death, over the division of his property. He didn't want to provide in his will merely that the possessions were to be divided equally, lest the sons start quarrelling over what each was to get.

Finally, the king thought of a foolproof, yet simple, way of providing for absolutely equal distribution of his possessions. What did he write in his will?

This may be difficult to figure out, so encourage guessing and tell your guests when they are nearing the correct answer. Solution is on page 121.

8. *Mystifiers*

A mystifier is different from a puzzler in that you can't be expected to know the "how" and "why" of these stunts.

PSYCHIC

To prove that you are psychic, hand paper and a pencil to one of the guests and ask him to write the numbers 1 to 5 in a vertical column. Next to any of the numbers ~~he~~ is to write the name of a dead person whom you did not know and never even heard of.

Take the pencil and paper back from him, but do not look at it—let your audience see that you are not looking at it. Now ask for 4 more volunteers. Hand them the paper and a pencil and ask each of them to write down, next to any number, the name of a *living* person who is unknown to you. By the time the pencil and paper are handed back to you, there are the names of 5 people on it. One of them is dead—but you do not know which one. Ah, but you do!

You astound your audience by naming the dead person correctly. Let your friends try this again and again, if they want, and you will name the correct one each time.

Here's the mystic angle: You hand the first person a hard pencil, and you give the others a soft pencil. Use pencils which look alike—same make, size, color—except for an inconspicuous notch in one so you can feel which is which.

You will have no trouble distinguishing between the light writing of the hard pencil and the deeper black of the soft. Your guests may print or otherwise disguise their writing, but the weight of the line will be obvious to you when you look at the paper.

READING BY TOUCH

Tell your guests that you can read a telephone book—names, addresses and phone numbers—simply by *touching* the cover of your telephone book!

Here's how it works: You tell a member of the group, "Take a number containing 2, 3 or 4 digits." (Let's say he takes 2637.)

"Add 2 zeros to this." (He now has 263700.)

"Subtract from this the original number." (He gets a total of 261,063.)

"Now add up the digits contained in the total." (18 in this case.)

"Tell me the last figure."

He says: "Eight," and you know 18 was his number.

So now you say: "Your total was 18, and the name of the person on page 18, in column 1, and 8 lines down from the top in the phone book I'm touching is Tullius McV. Snortwhistle, his address is 468 Piltdown Street, and his phone number is Goofenpoof 6-5391." It's correct, too!

Astounding? Yes, but fairly easy. Actually, you will have to memorize only 3 names, addresses and phone numbers for this stunt. The problem is rigged in such a way that the sums of the digits will always come out to one of 3 numbers. Your guests will come up with 18, as above, 27 (in which case they tell you 7) or 36 (when they will tell you 6). So you memorize the name and other information on page 18, column 1, line 8; the name on page 27, column 2, line 7; and the name on page 36, column 3, line 6.

That is how, when you touch the phone book, you can "read" right through the cover. You will mystify your friends for only a short time. After they have come up with the very same numbers a few times, they will realize approximately how the stunt works. But, while it lasts, this stunt is so puzzling it will make your guests laugh.

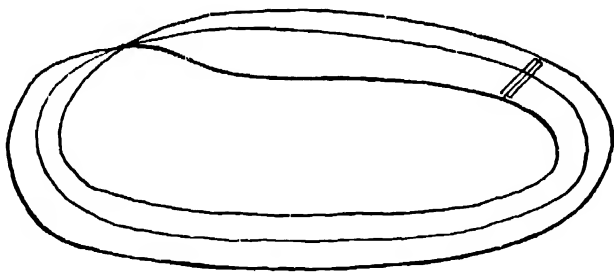
LOOP THE LOOP

Start with a strip of paper—adding machine paper will serve beautifully—at least 2 feet long. Give the paper one twist and then join the ends with scotch tape, so that you produce a ring like this:

You may want to have this prepared beforehand, or you can tape the loop together in front of your guests. Now you start your spiel, holding the loop of paper up in the air:

“Ladies and gentlemen, you see before you a ring of paper. Can anyone tell me how many sides this paper has? Two, you say? Oh, no! It has only one side! You don’t believe that? I shall now prove to you that this is true. Watch as I draw a continuous pencil line on this loop without crossing an edge.”

So saying, you take out a pencil and start anywhere on the loop to draw a straight line. As you continue along the paper, you will find that you go completely around *both sides* of the loop without lifting your pencil from the paper or crossing a cut edge (except, of course, where the loop is taped together).



Hold up the amazing loop for your audience to see, and continue:

“Now, can anyone tell me what will happen if I divide the loop like this?”

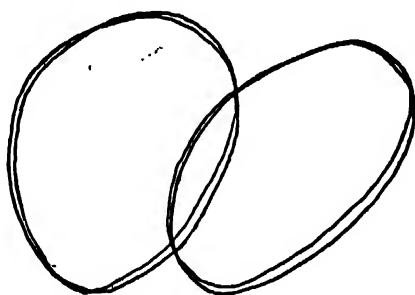
“I’ll get 2 loops inside each other? Is that what everyone says? Oh, but you’re all mistaken. I’ll just get a bigger loop! Watch!”

Take your scissors and proceed to cut along your black line (as in diagram above), and you will definitely end up with one big loop! (Note that it will have 3 twists in it, but don’t mention this to your guests.)

"Now, my friends, suppose I cut this big loop in half again, just as I did before. What will I get? A bigger loop? A loop twice as big? Is that what you say? Oh, but you're mistaken again! Watch now, as I cut, and you will see that I get two loops this time, linked together!"

You cut, just as you did before, and this time you do produce two links, exactly as you promised.

By this time, your audience should be completely mystified. So you say: "How would you like me to do it again for you? All right, I will." You again take a 2-foot length of adding machine paper and tape it together into a loop right in front of your guests, only this time you give the paper *two* twists, instead of one. This will not be noticeable to your audience (unless they have seen the stunt before).



"Now, ladies and gentlemen, I shall draw a pencil line again for you, one continuous line without crossing any edges. Oh, what's happened?" You act surprised now, for your pencil line has only covered one side of the paper this time. "Something has happened to my loop." You hold it up and pretend to examine it.

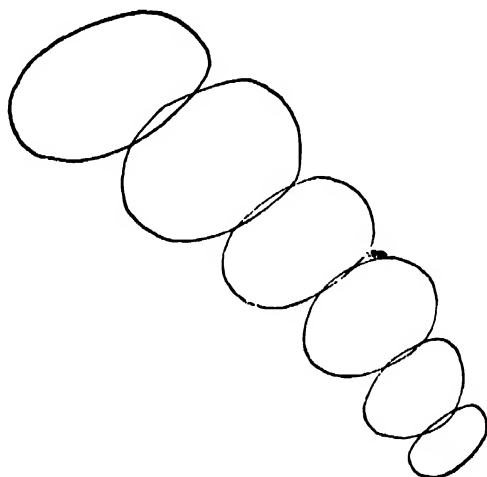
"Well, let's give it one cut anyway," you suggest. "What will I get? One big loop? Yes, I did get one big loop before, but I'm afraid that this time, I will get two intertwined loops." All the time you talk you cut with your scissors, the same as before, and when you finish cutting you have the two loops.

You hold them up and ask your guests: "Shall I cut these loops again? Yes? All right. Will anyone guess what I will get? One big

loop now? Oh, no, I can't get one big loop now, just four intertwined loops!"

If your audience thinks that there was some trick about the first loop, offer to do it once more. This time, give the paper only one twist, and you will repeat your first performance.

A clever host will have rolls of adding machine paper on hand, along with scissors for all his guests, so after this exhibition the guests can make all the loops they want, and see if they can solve the Mathematical Mystery of the Twisted Cylinder.



INITIATION

Fraternal organizations welcoming new members have been known to "initiate" them in the following manner:

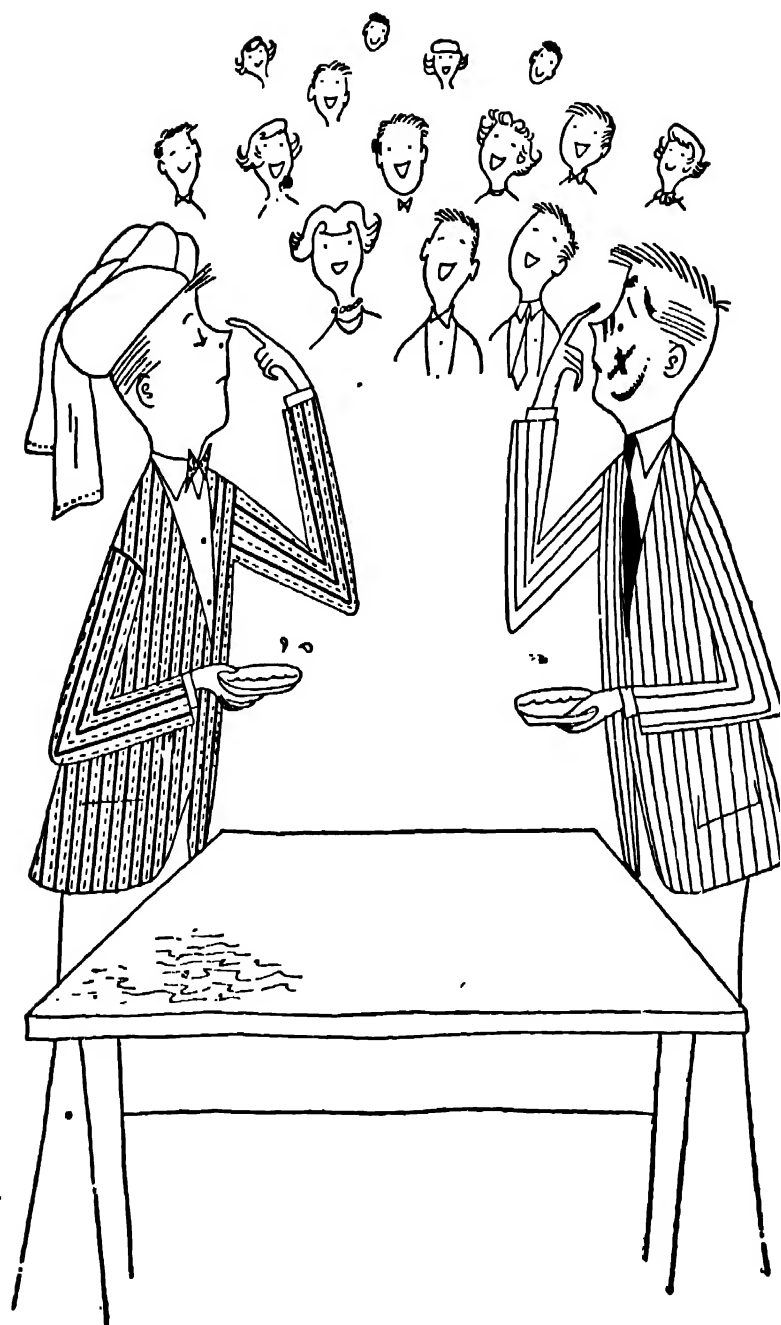
The head of the fraternity, or the host at a party, is the "ruler." He can be attired in a fez, helmet, top hat, or whatever headgear will signify his rank. He stands in front of a table, and one guest at a time is brought before him. Those who know the initiation technique stand by as witnesses and nod their approval as the ruler recites some words about the majesty of the occasion, how glad everyone is to welcome the new member, how there will be obligations and responsibilities as well as pleasures to be derived from joining, etc.

When the ruler has finished his speech, the new member steps up to the table and faces the ruler. On the table are saucers of water. The initiate is told to keep his eyes on the ruler and to imitate everything the leader does.

The ruler lifts a saucer, dips his finger into the water, removes his finger, and makes some Indian signs with his finger on the bottom of the saucer (which has to be held below eye level). Then he makes similar signs with the same finger on his cheeks and forehead. The initiate picks up a saucer and follows exactly, keeping his eyes on the ruler at all times. This goes on until the initiate notices that his fingertip is black! Then a mirror is brought and he sees that his face is also streaked with black!

Where did the black come from? The bottom of the saucer had previously been made sooty over a candle flame. The water was placed in the saucer merely to prevent the initiate from turning the saucer upside down! The ruler should keep talking—any nonsense about the significance of the performance will do—in order to keep his victim's attention. Thus the black fingertip will not be discovered too quickly.

If no one in the party has seen this stunt performed, you can choose a ruler and initiate from among the group and give *both* blackened saucers! Each will then think the other is the victim of the stunt. It helps a great deal if the spectators keep their solemnity until the mirrors are brought.



*"On this majestic occasion, you will please do exactly
as I do! Keep your eyes binned on me!"*

MAGIC NUMBERS

Announce that you have discovered a magic number, 142,857, which you can multiply with lightning rapidity in your head. Prepare yourself with paper and pencil and show your audience the paper is blank. You will use the paper only to write down the results.

Now ask each guest to multiply 142,857 by any number from 1 to 7. Then, ask them, one at a time, to tell you any *one* figure in the result. Suppose the third figure from the left is 5. You know immediately that the entire total is 285,714! Furthermore, you know that the multiplier was 2! Suppose the fourth figure from the left is 4: then you know the total is 571,428 and the multiplier is 4.

Do you get it? Every possible total of this magic number, when multiplied by 1 to 7, results in the same series of digits merely beginning at a different point. Multiply these out, if you want to check. Therefore, by knowing the position of any one number in the sequence, you are able to write down the total correctly. In the example above, the player told you that 4 was the fourth figure, so you simply put down 428 at the end of the total and 57 and 1 in front—according to the sequence. Since the last figure of the total was 8 you knew that 4 was used to multiply (4 times 7 ending in 28), and the total gave you a further hint.

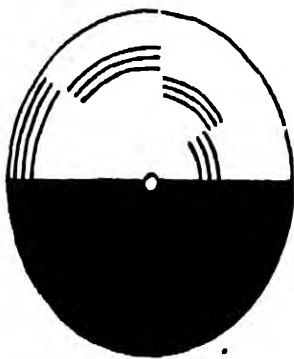
You can show your guests the peculiar qualities of the magic number before going on to the next game.

COLOR TOP

Cut out a circle of cardboard, about 6 inches in diameter. Punch a hole in the center, divide the circle in half and blacken half with jet black or India ink. On the upper half, draw the curved line design as shown below, copying it as exactly as possible. Put a peg in the center hole, so the disc can be spun.

When your guests are assembled, ask them what they think will happen when you spin the top. They will probably guess that spirals or streaked circles will occur. When you tell them that, because of the physiology of the human eye, they will see colors even though the top consists only of black and white, they may disbelieve you.

So you spin the top and prove your point. Everything you have said is true (even if you didn't believe it yourself).



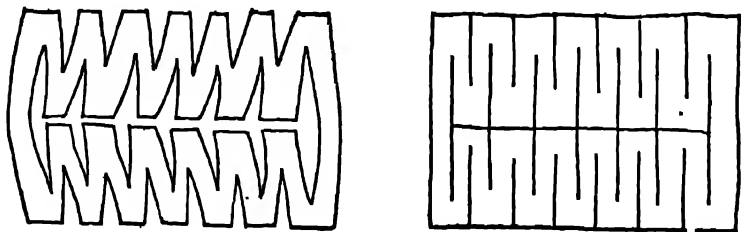
HEAD THROUGH A CALLING CARD

You can very easily put your head (no matter how big) through an ordinary calling card! Does this sound impossible? Well, it will sound just as mysterious to your friends. Confront them with a regular size calling card in one hand and a pair of sharp-pointed scissors in the other. Challenge anyone to cut a hole in the card large enough to stick his head through. (Have plenty of spare cards on hand in case your guests all want to try.)

In all probability, no one will succeed without help from you. When they give up, show them how it's done. Do it dramatically—with musical background if possible.

First, stick the point of the scissors through the card about $\frac{1}{2}$ -inch from the narrow end midway between the corners. Then make a slit down the center of the card to within $\frac{1}{2}$ -inch of the other end. Now cut slits about $\frac{1}{2}$ -inch apart from the center slit out to within $\frac{1}{4}$ -inch of the edge. Cut the slits on both sides of the center.

Next, cut slits from the outside of the card inward, in between the other slits, ending $\frac{1}{4}$ -inch from the long center slit. Here is how the card looks when all the slits have been cut:



Now pull at one point of the card and it will separate at the joints. Fold back the joints so they stay open as you put the card over your head like a necklace. Feat accomplished!

9. Brain Teasers

If you have a logical or mathematical mind, you'll enjoy matching wits with the ancient originators of these problems. Watch out for the tricks, if you're not a mathematician!

THE MISSING MEASURING CUPS

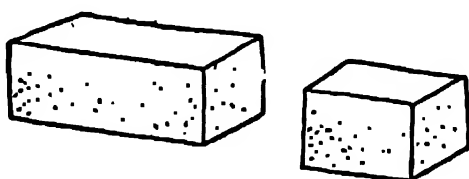
Mrs. Robinson was preparing to try out a new recipe which called for 4 ounces of cream, when she discovered that her measuring cups were missing. She looked high and low, but she couldn't find them. However, she did find one 3-ounce bottle and one 5-ounce bottle. The full cream bottle ($\frac{1}{2}$ -pint), she knew, contained 8 ounces, but she could not pour off exactly half.

Being a smart housewife, Mrs. Robinson managed to measure out 4 ounces exactly, without wasting a drop, simply by pouring the cream back and forth among the three bottles. She did this in 6 steps. How did she do it?

Have your guests try their skill at liquid measures with this puzzler. Provide pencil and paper. See page 121 for the solution.

THE BRICK

If a brick weighs 9 lbs. and half-a-brick, how many pounds do a brick and a half weigh? Let your friends dwell on this for about 5 minutes, let the arguments go back and forth, then demand the solution from each one. You are likely to obtain a different answer from each person. Really, it's quite simple, as you'll see when you turn to page 122 for the solution.



THE BOOKWORM

One day Johnny went to the bookshelves where he kept his set of encyclopedia volumes and discovered that a bookworm had eaten its way from the first page of volume 1 to the last page of volume 3.

Each volume was exactly $2\frac{1}{2}$ inches thick, including the covers, which were each $\frac{1}{8}$ -inch thick by themselves.

Let your guests figure out how far the bookworm traveled. The volumes stood side by side in correct numerical sequence on one shelf. The solution is on page 122.

THE BELLHOP'S TIP

Have you heard the one about the traveling salesmen? It's perfectly suitable entertainment for your guests! Let them argue at length over this puzzle, but if necessary tell them the solution before a fight breaks out.

It seems that three traveling salesmen arrived at a hotel late one night and each demanded a room. The only room available, however, was the Bridal Suite, so the three salesmen agreed to share the suite. The suite rented for \$30, so each paid the hotel clerk \$10, and the men went upstairs.

Ten minutes later, the manager of the hotel happened to notice that the clerk had charged \$30 for the Bridal Suite. "The correct rate is only \$25," he told the clerk and ordered him to refund \$5 to the three men.

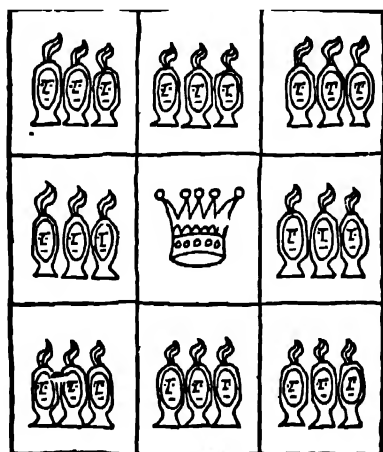
The clerk called the bellhop who had shown the men to their room, gave him five \$1 bills and told him to refund the money to the men. Now, the bellhop felt that he had not been adequately tipped by the men for carrying all their bags upstairs, so he proceeded to pocket \$2.

The bellhop then returned \$3 to the men, \$1 to each, and went away well pleased with himself. Then he stopped to figure. The men had paid a total of \$27 for the suite, and he had kept \$2 as a tip, making \$29—so what had happened to the other \$1?

There is really a solution to this, and you will find it on page 122.

THE KING'S KNIGHTS

At one time, King Arthur was staying at his hunting lodge, which had 9 rooms. He himself slept in the central room, and he placed his 24 knights in the other rooms, 3 to a room, so that there were always 9 guards on each side of the house. They were placed like this:



Since the King stayed for a long hunting season, his knights became restless and asked him if they could meet in one another's rooms in the evening. The King replied that he would permit this, provided that there were always 9 men on each side of the house at all times. To make sure his orders were carried out, the King made a tour of inspection each evening to count his guards.

On the first evening, the King found that 4 of his 24 knights were missing, and yet, there were 9 on each side of the house!

He became more puzzled the second evening when he found that 4 men had dropped in from the nearby village to visit his knights. Now, although 28 men were in the lodge, there were still only 9 men on each side of the house!

The third evening, the King counted 8 more guards than usual! There were 32 men in the house, but only 9 on each side.

The knights, on the fourth evening, had 10 guests from the village! Still, there were only 9 men on each side of the lodge.

Then, on the fifth evening, 6 of the knights went to visit their

friends in the village. Although only 18 men remained in the lodge, 9 men still guarded each side of the lodge!

With all these comings and goings, the King's orders were always obeyed, and the King realized he had some brilliant mathematicians among his knights. Can you and your friends figure out how the knights accomplished all this?

Give your group sheets of paper with 5 boxes of 9 blank squares each, and let them try to find the 5 solutions. Here's a hint: the corner rooms are important. (For the solutions, see page 123.)

GETTING A RAISE

Two young men were suitors for Susie Johnson's hand. The girl's father was interested in determining which of the young men was the smarter, and so he offered each of them a job in his office.

They started to work for Mr. Johnson on the same day, and they each received a salary of \$2,000 a year. At the end of their first day of work Mr. Johnson called them in and said:

"Bob and Tom, I am going to give each of you a choice. I will give you each a raise of either \$200 every year, or \$50 every six months. Think this over until tomorrow morning and let me know then which you prefer."

The next morning, Bob told Mr. Johnson he would prefer receiving a raise of \$50 every six months, while Tom said he preferred the \$200 a year raise. Mr. Johnson immediately fired Tom.

Later on, Tom met Bob and said: "I don't understand it. I guess I asked for too much money."

Bob looked at him in surprise.

Was that the reason Tom had been fired? Which young man had asked for the greater raise? Let your guests figure out on pencil and paper which method of taking the raise will net them more money. For the solution, see page 123.

(P.S. Meanwhile, Susie eloped with a fellow named Herman!)

THE SECRET NUMBER

The mathematical-minded may have great difficulty figuring out why this stunt is so simple to work, and others will just be completely mystified. When you have your guests' attention, tell them you are going to read the numbers in their minds, if they will do what you tell them.

Now, tell one guest to think of any number, but not to tell you. Then tell the player to double that number (mentally), multiply the sum by 5, and tell you the result. You knock off the zero on the end and the remainder is the number thought of.

For instance, the guest may take 7. Doubling makes it 14, and multiplying by 5 makes 70. Knock off the zero and 7 is the number thought of. It always works. (*Solution:* Doubling and then multiplying by 5 is equivalent to multiplying by 10. You take off the zero and, of course, you have the original number.)

If the above is too simple, you then propose to guess two numbers at a time. Tell a player to think of two numbers from 1 to 9, but not to tell you. Tell him now to take *either* number and multiply it by 5; then add 7 and double the sum; now add the other original secret number and subtract 14. When he tells you the result, each digit will be a number originally thought of.

For example, if the player thought of 2 and 9, took 9 first and multiplied by 5, the result would be 45. Adding 7 makes 52, and doubling comes to 104. Adding the other number (2) makes 106, and subtracting 14 brings the final result of 92—or 9 and 2—the numbers thought of originally. (*Solution:* As above, you are asking the player to multiply the original number by 5 and then 2, or by 10. The 7 is merely confusing, for after doubling you get him to subtract it by taking off 14. When the second number is added to 10 times the first one, you naturally get the two numbers thought of.)



TAKE A NUMBER

Oldest and perhaps most amusing of the arithmetical games is Take a Number—a game that has been played in a variety of ways. The host or hostess can be the “wizard” and do all the number-guessing, or one of the guests (provided he knows the game) can be the leader.

Start by asking one guest to choose any number from 1 to 10. Then, tell him to add 8 to that number in his head (keeping it secret), double it, divide by 4, and then subtract half of the original number. “The answer is 4,” you say. And you are right! If you had told him to add 6 to the original number, the answer would be 3. How does it work? The remainder is always half of the number you tell him to add—everything else cancels out!

To be more confusing now, let each guest choose a number and give them all directions simultaneously.

• “Take a number,” you say. “Add 7, double it, add 16, double it again, divide by 4, and subtract 15. Now, you each have the number you started with!”

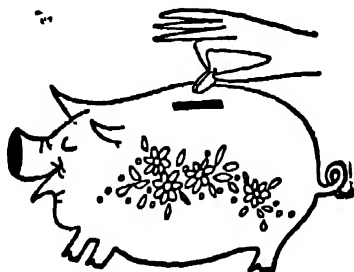
Mystifying? Still it’s simple to figure out, because the doubling, dividing, adding and subtracting equal out, and you have really done nothing to change the original number.

Being the “wizard” is fun, but figuring out the numbers and being fooled turns out to be just as much pleasure.

NEW YEAR'S RESOLUTION

Suppose that you made a New Year's Resolution to save a penny a day, in this manner: on January 1, you would save one penny; on January 2, you would save 2 pennies; on January 3, you would save 4 pennies; on January 4, you would save 8 pennies; each day you would save double the amount you saved the day previously. At the end of the 31 days in January, how many pennies would you have saved?

Ask your guests to make guesses as to the correct sum without figuring it out mathematically. They will all be amazed when you tell them the correct answer is \$10,737,418.24. (Now you can let them figure it out if they don't believe you!)



THE TRAVELER'S DINNER

This puzzle has been stumping the unwary ever since Biblical times. The legend is that many years ago two Arabs were traveling to Bagdad and stopped at a small town for a meal. One of the Arabs had 5 loaves of bread in his camel-sack, and the other Arab had 3 loaves.

Before they could begin eating, they were joined by a hungry stranger who asked for food and offered to pay for what he ate. The two Arabs agreed to divide their bread with him, so he sat down and ate. They divided the bread equally, and when the meal was over the stranger laid down 8 coins of equal value in payment for the food. He said goodbye and went on his way.

The Arab who had had 5 loaves took 5 of the coins as his share, and the other Arab was left with 3. The second Arab was not pleased with this division and argued that he should receive half of the coins. The two Arabs couldn't agree on this, and they argued so vehemently that finally they had to take their case to a judge.

The judge listened to the story of what had happened, and then he said: "The man who had 5 loaves should receive 7 of the coins, and the man who had 3 loaves should receive only one."

Which is the correct division of the coins? Remember the coins are of *equal* value. Let your group work out the answer without help from each other. (For the solution, see page 122.)

JET PILOT

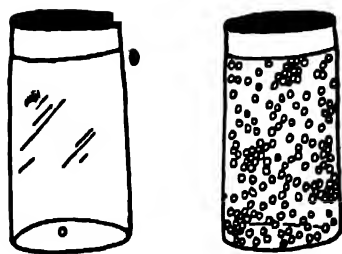
With so much talk about "breaking the sound barrier," the pilot of a jet plane decided to see if he could fly faster than the speed of sound, which is approximately 752 miles per hour. The pilot laid out a square course on a map, and started up.

He flew the first side of the square at a speed of 200 miles per hour. On the next side, he managed to do better—500 miles per hour. On the third side he raced the plane at 600 miles per hour. Then on the home lap, he traveled at the rate of 750 miles per hour, but, try as he would, he couldn't get the plane to go any faster.

When he landed, the pilot was very disappointed. A friend tried to console him by pointing out that he missed his mark by only about 2 miles per hour.

"That's true," the pilot replied, "but my average speed was very slow."

What was the jet pilot's average speed for the course? Let your guests use their algebra and geometry, give them pencil and paper, and don't be surprised if the correct answer comes from a player who figures it out mentally. (Solution is on page 124.)



PROTOZOA

No one has to be a biologist to figure this out, but your guests **may** learn something they don't know by trying this puzzler.

Protozoa, the one-celled animals, increase in number by what is called "binary fission." This means that if we start with one protozoon, he will soon divide himself into two, and these two little animals each divide themselves in half, making four protozoa, and so on, in geometric progression.

Now let us suppose we start with one protozoon in a jar all by himself, and he divides *ever, minute*. At the end of a half hour, we have 1,073,741,284 protozoa and the jar is full.

Suppose we had started with *two* protozoa. How long would it have taken to fill the jar? Let your guests have paper and pencil, if they want. Set a time limit of 5 minutes. (The surprising solution is on page 124.)

THE COUNTERFEIT BILL

Mr. Smith, the haberdasher, sold a pair of gloves yesterday to a well-dressed stranger, who offered a \$10 bill in payment. As he had no change, Mr. Smith went next door to the drug store and got his friend, the druggist, to change the bill for him. The price of the gloves was \$8, so Mr. Smith gave the customer his change, and the stranger went away.

Shortly afterwards, the druggist appeared in Mr. Smith's shop all excited, and pointed out that the \$10 bill was a counterfeit. Naturally, Mr. Smith had to replace the counterfeit with a good \$10 bill.

How much did Mr. Smith lose?

No pencil or paper is needed for this. The solution is on page 124.

THE ORANGE VENDORS

Tell your guests this story and let them figure out what happened to the 4 cents:

There were once two women who got the idea of selling oranges on the street corners to help pay their household expenses. Mrs. Jones took her station at the corner of Wall and Broad Streets, and she sold her oranges at 2 for 5¢. Mrs. Smith worked at High and Main Streets, and she sold her oranges at 3 for 5¢. It got very cold that winter, and Mrs. Smith asked Mrs. Jones if she would alternate with her. Mrs. Jones agreed to this, so the next day she took 2 dozen of Mrs. Smith's oranges and 2 dozen of her own, set up her stand at her usual corner, and sold oranges at a compromise price of 2¢ each.

Here is the way she figured. If a person bought 5 oranges (2 of hers and 3 of Mrs. Smith's) he would have to pay a total of 10¢ for the 5 oranges, or 2¢ each. So she sold all the oranges the first day at 2¢ each, and returned home with 96¢, after selling all 4 dozen oranges. When she divided the money, she took 60¢ for her 2 dozen. This was right, because her oranges sold at 2 for 5¢, and therefore 24 oranges would give her 60¢. Mrs. Jones then gave Mrs. Smith the remaining 36¢. At this payment, Mrs. Smith objected. She had given Mrs. Jones 2 dozen oranges to sell at 3 for 5¢, and she wanted 40¢, which she felt she was entitled to. Mrs. Jones could see that Mrs. Smith was right—she should get 40¢. But then, she had only collected 96¢. Where had the other 4¢ gone? (See page 125 for solution.)

Help your guests with this. As they offer explanations, tell them if they are on the right track or not.

DIVIDE THE CAMELS

Many years ago an Egyptian died and left his estate, which consisted of 17 camels, to his 3 sons. The eldest son was left half of the camels, the second son was left a third of the camels, and the youngest son was to receive one-ninth of the camels, according to the will.

The sons and their legal advisers could figure no way to make the distribution without cutting up a camel. So they went to the Pharaoh for advice. The Pharaoh, after listening to the problem, thought for a moment and then announced a solution which had not occurred to anyone.

What was that solution? Let your guests have 5 minutes to solve this. If they can't figure it out in that time they never will!

(Solution is on page 124.)

SUMMER TOUR

Tell your guests that you are about to start on a 12,000-mile auto trip across the country, and this is your problem:

"We were told by the garage men that our four tires definitely would last 8,000 miles each, but not a mile more. We can't take any chances, so we have to buy some spares and carry them with us. How many spare tires should we buy?"

Let your friends give you their ideas, and see if anyone figures out the problem correctly. If not, tell them the correct answer. You're bound to surprise some of them.

(Solution is on page 124.)

MAN AND WIFE

When a man was asked how old he was when he was married, he replied:

“When first the marriage knot was tied
Between my wife and me,
My age as oft repeated hers
As three times three does three;
But when ten years and half ten years
We man and wife had been,
Her age came then as near to mine
As eight does to sixteen.”

Provide plenty of paper and pencils and let your group figure out how old the man and his wife were when they were married. (For the solution, see page 125.)

"HOW OLD ARE YOU, DADDY?"

When a little boy asked his father: "How old are you, Daddy?" he received the following enigmatic reply:

I was twice as old as you are,
The day that you were born;
You will be just what I was then
When fourteen years are gone.

Take your pencils and paper again to figure this one out. No knowledge of higher mathematics is needed. (See the simple solution on page 125.)

Solutions

SPELLING BEE WORDS

misspell	allotment	liquefy
syllable	censure	rarefy
chauffeur	sycophant	acquiesce
irrelevant	lightning	queue (pigtail)
precede	fusillade	apocryphal
accede	battalion	sacrilegious
rhythm	diphtheria	inoculate
exercise	renascence	mnemonics
tendon	euthanasia	scintillesscent
separate	embarrass	eleemosynary
accommodate	supercilious	supersede
philately	ophthalmology	desiccate
pneumonia	conscientious	
numismatics	obsolescence	
berserk	omniscient	

THE LAST STRAW

If you go first, take 3 matches, leaving 13. Now you are sure to win. At your next turn leave 9 matches, then 4 matches, then 1. Those are the numbers to remember—13, 9, 4 and 1. If you have to let your opponent start, you may still be able to bring the combination left for him to 13, 9, 4 and 1 but it can't be done if he too knows the secret.

THREE, FOUR, FIVE

When your opponent goes first, it doesn't matter much what he does, because you can almost always win. You aim to leave any of these combinations after your turn: 2 rows of equal number; rows of 1, 2 and 3 matches; rows of 5, 4 and 1; or rows of 1, 1 and 1. If your opponent should happen to take 2 matches on his first turn from the bottom row, leaving you with rows of 5, 4 and 1, he can win, but he's not likely to know it. By the same token, if you have to go first, your best chance is to take 2 from the bottom row, and you will surely win. If you don't want to give away the secret by taking 2 from the bottom row, take 1 from that row, or take 2 from the middle row, or 3 from the top row, as these are the most confusing, and will probably allow you to bring the combination back to what you want on your next turn.

Let's examine why you win with the above combinations. If you leave 2 equal rows (of 3 each, let's say) and your opponent takes 1, you take 1 from the other row, leaving 2 equal rows again; now if he takes 2, you take 1, leaving him the last; if he takes 1, you take 2, leaving him the last also. Let's say you leave 1, 2 and 3 matches; he takes 3, so you take 2, leaving him the last; he takes the row of 2, you take the row of 3, leaving him the last; he takes the row of 1, you take 1 from the row of 3, leaving 2 equal rows of 2 (you win as above); he takes 2 from the row of 3, you take 1 from the row of 2, leaving him 1, 1 and 1, and so winning. Obviously, leaving 1, 1 and 1 will win for you. If you leave 5, 4 and 1, you can always convert the next step into 2 equal rows of 1, 1 and 1—or 1, 2, and 3—and win.

THE RUSSIAN TUNNEL

Malenkov was *not* guessing. He reasoned this way: "I know the other two are smudged because I can see them. Either I am smudged or I am not smudged. If I am not smudged, then Molotov and Vishinsky raised their hands because each saw the other was smudged. So, if I am not smudged, each of the other two would know that he himself was smudged, and each would be able to drop his hand. They haven't done this, so I *must* be smudged too."

MISSIONARIES AND CANNIBALS

In order not to have the cannibals outnumber the missionaries at any time, first the cannibal king rows one cannibal across and then returns for a second cannibal. The cannibal king returns and 2 missionaries now take the boat. One missionary remains and one returns, bringing a cannibal with him. All safe so far. Now a missionary goes across with the king and brings back a cannibal. The 2 missionaries then row across, and the cannibal king takes the boat. He goes back for the other two cannibals, whom he ferries across in 2 round trips. Altogether, 13 trips are required.

THE CASKET AND THE BASKET

The king began correctly. When the prince got into the basket, he caused the basket with the casket to rise. The casket is taken out, and the queen then gets into the basket, causing the prince to rise as she descends. Both queen and prince now step out, and the casket is lowered again. The queen now gets in with the casket (110 plus 80 pounds) and rises as the king descends. The king stays on the ground; the queen now steps out and lowers the casket again. The prince then goes down, bringing up the casket once more. The queen removes the casket, gets in the basket herself, and descends, bringing up the prince. Both queen and prince step out. Then the prince lowers the casket, steps into the other basket and descends, bringing up the casket to the empty tower. When the prince steps out, the basket with the casket falls to the ground, and the royal family escapes with all its jewels!

DEATH COMES TO THE SQUIRE

If the squire died without awakening, no one could possibly say what he had been dreaming.

THE MAILBOX KEY MYSTERY

The vice-president *mailed* the mailbox key, and so the envelope containing it was deposited in the locked mailbox. It was certainly not the housekeeper's fault.

THE TWO INDIANS

The big Indian was the *mother* of the little Indian.

THE OLD FRIEND

Brown was talking to a *woman* named Mary, his boyhood friend.

THE PRISONER

The visitor was the *son* of the man in jail. "That *man's father*" is the prisoner, who is also "my father's (only) son."

THE TWO BROTHERS

The brother simply said: "Let's swap horses!" Naturally, they raced off.

THE WISE KING

In this puzzling case, the king provided that one son was to divide the possessions, while the other son was to have first choice!

THE MISSING MEASURING CUPS

Mrs. Robinson first poured 5 ounces into the 5-ounce bottle, then poured 3 ounces of this into the 3-ounce bottle. Then she poured the 3-ounce bottle's contents back into the 8-ounce bottle, giving her 6 ounces in the 8-ounce bottle, 2 ounces in the 5-ounce bottle, and nothing in the 3-ounce. She then poured the 2 ounces from the 5-ounce bottle into the 3-ounce bottle, and poured from the big bottle 5 ounces to fill the 5-ounce bottle. From the 5-ounce bottle she poured enough to fill the 3-ounce bottle (1-ounce) and this left her with 4 ounces in the 5-ounce bottle.

Here is how it looks in tabular form:

	3-oz. bottle	5-oz. bottle	8-oz. bottle
Step 1	—	5	3
Step 2	3	2	3
Step 3	—	2	6
Step 4	2	—	6
Step 5	2	5	1
Step 6	3	4	1

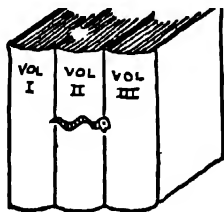
Any other correct method takes more steps.

THE BRICK

You can solve this by algebra, but there's no need to. Common sense works just as well. If a brick is equal to half a brick plus 9 lbs., it is also equal to 2 halves of a brick, since 2 halves make a whole. Therefore, a half a brick must weigh 9 lbs., a whole brick must weigh 18 lbs., and a brick and a half weigh 27 lbs.

THE BOOKWORM

The little worm ate his way $2\frac{3}{4}$ inches through the books. Since volume 1 was on the left, and the worm traveled to the right from the first page, he had only the $\frac{1}{8}$ -inch cover of volume 1 to go through; then he ate through the $2\frac{1}{2}$ -inch thickness of volume 2; and he went through the $\frac{1}{8}$ -inch back cover of volume 3, stopping at the last page of that volume. Here is the path he traveled:



THE BELLHOP'S TIP

There is no extra \$1. Originally the men paid \$30, and the bellhop returned \$3, reducing the total paid to \$27. Actually \$25 of this was paid for the suite, and the other \$2 was kept by the bellhop. The mistake the bellhop made in his figuring was adding the \$2 to the \$27, instead of subtracting it.

THE TRAVELER'S DINNER

The judge was correct. There were 8 loaves in all, and to divide them equally, each loaf was cut into thirds, giving a total of 24 parts. Each man then ate 8 parts, and the stranger paid with 8 coins of equal value. The Arab who had had 5 loaves (15 parts) consumed 8 himself and the other 7 went to the stranger. The Arab with 3 loaves (9 parts) ate 8 himself and so he contributed only 1 to the stranger. Accordingly, the coins should be divided 7 and 1, as the judge proclaimed.

THE KING'S KNIGHTS

To solve this puzzle, you must first realize that each corner room faces on two sides. Therefore, it is possible to have 4 knights in each corner and only one in the 4 in-between rooms on the first evening, making a total of 20 men, while still having 9 on each side. Similarly, on the other evenings, the knights can arrange themselves as in these diagrams and obey the King's orders:

4	1	4
1	K	1
4	1	4

1ST. NIGHT

2	5	2
5	K	5
2	5	2

2ND. NIGHT

1	7	1
7	K	7
1	7	1

3RD. NIGHT

1	8	
8	K	8
	8	1

4TH. NIGHT

9	0	0
0	K	0
0	0	9

5TH. NIGHT

GETTING A RAISE

Bob was smarter, and Tom had actually asked for less. Here's how it figures out. Tom would have received \$2,000 the first year, \$2,200 the second year, \$2,400 the third year, etc. On the other hand, Bob chose the \$50 raise every six months, so he received \$1,000 for the first six months (half of the \$2,000 salary) and \$1,050 for the second half year. Thus, in his first year, he received \$50 more than Tom would have. In Bob's second year, he received \$1,100 for the first six months and \$1,150 for the second half, a total of \$2,250—again \$50 more than Tom in the second year. In the third year, \$1,200 in the first half, and \$1,250 in the second half—again \$50 more than Tom. It is obvious why Bob became the boss' choice for his daughter's hand.

JET PILOT

His average speed was 400 miles per hour. Assume that the course the pilot laid out is 400 miles in each direction, and the whole course is thus 800 miles. He travels the first 100 miles at a rate of 200 miles per hour, so he covers that side in $\frac{1}{2}$ hour or 30 minutes. The second side is covered at 500 miles per hour, so the time consumed is $\frac{1}{5}$ of an hour, or 12 minutes. The third side takes him $\frac{1}{6}$ of an hour, or 10 minutes. And the home stretch at 750 miles per hour takes him $\frac{100}{750}$ ths of an hour, or 8 minutes. Add up his time, and you find it took him just 1 hour to fly the 800 miles!

PROTOZOA

It would have taken 29 minutes, or 1 minute less, if we start with 2 protozoa! Only the first minute, in which one protozoon divides in half, would be saved.

THE COUNTERFEIT BILL

The haberdasher was out \$2 and a pair of gloves: He received 10 good dollars from the druggist, and repaid him with the 8 good dollars previously received, plus 2 good dollars of his own.

DIVIDE THE CAMELS

Since 17 is a quantity which cannot be divided into halves, thirds or ninths, and 18 is divisible by 2, 3 and 9, the Pharaoh's solution was to lend the brothers one camel! Then the eldest son received 9, the second son 6, and the third 2. Since this added up to only 17 anyway, the Pharaoh immediately took back the camel he had lent them! It happens that the father had made provision for only $\frac{17}{18}$ ths of his estate ($\frac{1}{2}$ plus $\frac{1}{3}$ plus $\frac{1}{9}$ equals $\frac{17}{18}$).

SUMMER TOUR

Your friends probably will decide that you need a whole new set of four tires. Actually, you need only two spares. After 4,000 miles you can remove the front tires and put on the two new spares. Then after 8,000 miles, you remove the rear tires and replace them with the two taken off the front, and continue for the remaining 4,000 miles!

THE ORANGE VENDORS

Mrs. Jones had set the wrong average price, so she had lost 4¢.

The 24 oranges of Mrs. Smith's were sold at a higher rate than she usually received—2¢ each instead of $1\frac{2}{3}$ ¢—bringing in 48¢ instead of 40¢. But Mrs. Jones' 24 oranges were sold at a lower price than she usually received—2¢ each instead of $2\frac{1}{2}$ ¢—bringing in 12 cents less than she usually received. Therefore, there was a loss of 4¢. Although it seemed that 2¢ was the correct average price, it was not right, because equal quantities of oranges were supplied by Mrs. Smith and Mrs. Jones. At the 2¢ price, there should have been 3 dozen supplied by Mrs. Smith, and the money split equally.

MAN AND WIFE

First the rhyme must be translated. In line 4, "three times three" stands for 9, and 9 is, of course, 3 times 3, so the man was 3 times as old as his wife when they were married. When "ten years and half ten years" (or 15 years) had passed, her age was as near his as 8 to 16. Since it is impossible for man and wife to be only 8 years apart in age, when he was once 3 times her age, the relation of 8 to 16, in this case, must mean that 16 is *twice* 8. So, we know that after 15 years the man was twice as old as his wife, when he had previously been 3 times her age. Thinking still further, we can see that 15 is the key number in this puzzle, and a little experimentation will prove it. If the wife was 15, let's say, when she was married, the husband must have been 45. After 15 years of marriage, the wife is 30 and the husband is 60, or twice her age. Simple, isn't it?

"HOW OLD ARE YOU, DADDY?"

This puzzler follows the same arithmetical principle. On the day the boy was born, the father was twice as old as the boy is today—that is what the rhyme means. And further, in 14 years the boy will be as old as his father was then. So, 14 must be the key number. Try 14, and you find that if the boy is 14 today, his father was 28 when he was born. In another 14 years, the boy will be 28 (correct), so the father today must be 42.

INDEX

- Action Games** - B, 9-126; G, 23-52
Acting Out - B, 14
Ad Mixup - G, 76
Addition, Landmark - T, 80; A, 120
Adverb, In the Manner of the - T, 50; A, 77
A-Hunting We Will Go - G, 65
Airplane Ride - S, 38
Alarm Clock - G, 38
Alice in Wonderland Party - T, 28
Alphabet Billboards - T, 84; A, 121
Alphabet Race - T, 54; A, 95
Alphabet Train - G, 85
Anatomy, Scrambled - T, 51; A, 31
Antelope Race - B, 77
Applesauce - A, 89
Art Charades - T, 40; A, 84, 85
Art Gallery - T, 58
Art in the Dark - S, 27
Art School - S, 9
Association - T, 88
Athlete, Guess the - B, 31
A-Tisket A-Tasket - G, 67
Auction Box Lunch Party - A, 73
Author, Guess the - T, 75; A, 44
Auto Games - T, 79-94
Avoid That Letter - A, 32

Baby Party - A, 68, 69
Ball, Dodge - B, 49; T, 97; A, 112
Bag, Paper, Dramatics - A, 87
Balloon Football - B, 23; A, 34, 35
Balloon Partners - G, 46
Barking Dogs - B, 118
Baseball, Buzz - S, 28
Basket and Casket - S, 89, 120
Bat, Dizzy, Relay - B, 97
Beading the String - G, 83
Bean Bag, Pass the - B, 125
Bean Handshake - G, 12
Bean Hunt - B, 113
Bellhop's Tip - S, 105, 122
Big Time Charades - A, 81
Bike Parallel - B, 76
Bike Slalom - T, 108

Billboards, Alphabet - T, 84; A, 121
Bingo, Human - A, 100, 101
Bite the Marshmallow - S, 21
Bird, Beast or Fish - G, 72
Birds Can Fly - G, 52
Black Magic - B, 35; G, 100; A, 36
Blackboard Relay - B, 93
Blind Horse Giddyap - T, 111
Blind Horse Turnabout - A, 109
Blindfold Experiments - S, 71
Blind Man, Feed the - S, 16
Blow-the-Cup Relay - G, 32
Blown-Up Fortunes - G, 10
Book Race - G, 49; A, 97
Bookworm, the - S, 104, 122
Botticelli - T, 69; A, 50
Bottle and Dollars - S, 54
Bottle and Needle Test - S, 23
Bottle Build-Up - A, 42
Bottle, Egg in a - S, 75; out of a - S, 75
Bow Wow - B, 30; T, 65
Box Lunch, Auction Party - A, 73
Brain Teasers - S, 103 ff.
Brick, the - S, 101, 122
Broad Jump, Running - B, 87
Broad Jump, Standing - B, 88
Broadway Musical - T, 31
Broomstick, Dance with - T, 18; A, 19
Brothers, Two - S, 92, 121
Buddies - B, 122
Bull, Wild - B, 55
Bumpity-Bump-Bump - G, 19
Buzz - T, 83; A, 94
Buzz Baseball - S, 28
Buzz Buzz - B, 80
Buzz, Super - A, 94

Caboose, Loose - G, 30
Cahooots, Stunts - S, 60 ff.
Calling Card, Head through a - S, 102
Calling-Card Kettle - S, 70
Calling Numbers - G, 111
Camels, Divide the - S, 116, 124
Camouflage - A, 41
Candle Light, Jumpt - S, 74

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

- Cannibals and Missionaries - S, 88, 120
 Capitols and Products, State - T, 91, 126
 Carnival - T, 23
 Carrier Pigeon Relay - A, 99
 Casket and Basket - S, 89, 120
 Cat and Mice - G, 110
 Cat and Rat - B, 22
 Catch, Paper - S, 21
 Catch Ten - B, 44
 Catching the Snake's Tail - G, 40
 Catching the Stick - G, 113
 Caught in the Rain - S, 22
 Census - T, 46
 Centipede Race - T, 103
 Change Chairs - B, 121
 Chants, Jump Rope - G, 62
 Charades - T, 33-40; A, 78-85
 Charades, Art - T, 40; A, 84, 85
 Charades, Big Time - A, 81
 Charades, Musical - T, 39; A, 83
 Charades of More than One Word - T, 37
 Charades, Word - T, 33; A, 79
 Charley Over the Water - G, 106
 Chinese Get-Up - B, 75
 Circle Leap Frog - B, 95; A, 107
 Circle Race - B, 102
 Circle Swing - B, 83
 Circle, Vicious - A, 12, 13
 Clap In, Clap Out - B, 59
 Climax - T, 91
 Clothes Lineup - T, 105
 Clothespin Relay - G, 35; T, 109
 Club and Church Social Events - A, 89 ff.
 Coast to Coast - B, 28
 Coin, Vanishing - S, 61
 Coins on Elbow - S, 49
 Color Top - S, 101
 Come Along - B, 18
 Come As You Are! - A, 70
 Conga Line - G, 21
 Contests - B, 66-88
 Conversation Piece - S, 37
 Counterfeit Bill - S, 114, 124
 County Fair - T, 21; A, 75
 Cowboy, Ride Him - B, 50
 Crab and Monkey Relay - B, 108; A, 111
 Crawling Under - B, 114
 Crime Doesn't Pay - A, 64, 65
 Crows and Cranes - B, 52; T, 100
 Cup of Water Relay - B, 116
 Cupful, Take a - S, 80
 Cups, Missing Measuring - S, 103, 121
 "Daddy, How Old Are You?" - S, 117, 125
 Dance, Multiplication - G, 18; A, 14
 Dance with the Broomstick - G, 16; T, 18; A, 19
 Death Comes to the Squire - S, 90, 120
 Derrick, Ice Cube - S, 78
 Descriptions - S, 14
 Designer, Fashion - S, 18
 Detection, Fingerprint - S, 60
 Detective, Music - T, 74; A, 59
 Did You Ever See a Lassie? - G, 59
 Dilemma - A, 53
 Dime, Spare a? - A, 91
 Dinner, Traveler's - S, 111, 122
 Director, Hollywood - S, 32
 Discus Throw - S, 15
 Ditto - G, 95
 Divide the Camels - S, 116, 124
 Dizzy Bat Relay - B, 97
 Dodge Ball - B, 19; T, 97; A, 112
 Dog Eat Bone - B, 21
 Dogs, Barking - B, 118
 Dollars and Bottles - S, 54
 Dots and Dashes - T, 93
 Down You Go - T, 43
 Dramatic Games - A, 77 ff.
 Dramatic Games, and Singing - G, 53-72
 Dramatic Stunts - S, 30 ff.
 Dramatics, Paper Bag - T, 121
 Dramatics, Simple - T, 113-125
 Drawing in the Dark - S, 27
 Drawing, Mirror - S, 27
 Drawing Relay - G, 48
 Dress Up Relay - G, 104
 Drop the Gun! - S, 81
 Ducks on a Rock - B, 58

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

Index

Easy Games - B, 108-126; G, 101-125
 Egg, Floating - S, 76
 Egg, Hold that! - S, 68
 Egg in a Bottle - S, 75
 Egg out of a Bottle - S, 75
 Egg Stunt - S, 74
 Eggshell Orbit - S, 58
 Elbow Tag - T, 101; A, 113
 Electric Shock - G, 112
 Electrical Demonstration - S, 77
 Eppizootics - A, 116, 117
 Even and Odd - T, 86
 Experiments, Blindfold - S, 71

 Face to Face - B, 9; A, 16
 Faces, Name the - S, 84
 Fair, County - T, 24; A, 75
 Farm Serenade - G, 13
 Farmer in the Dell - G, 68
 Fashion Designer - S, 18
 Father, May I? - B, 120
 Feed the Blind Man - S, 16
 Feel It - G, 82
 Fetch and Carry - B, 65; G, 44
 Fifteen, Magic - T, 92; A, 118, 127
 Find the Ring - B, 123; A, 32
 Fingerprint Detection - S, 60
 Fire in the Mountain - G, 39
 First Letters - T, 87
 Fish, Landing a - B, 110
 Fishpond - T, 17
 Fishing Story - B, 38
 Floating Egg - S, 76
 Follow the Leader - B, 19; G, 18
 Flowers, Name the - S, 81
 Fool the Teacher - B, 117
 Football, Balloon - B, 23; A, 34, 35
 Forfeits - G, 74
 Fortunes, Blown-Up - G, 10
 Forty Ways of Getting There - B, 105
 Four-Legged - S, 66
 Four Up - G, 117
 Fox and Gander - G, 114
 Freaks, Stocking-Head - S, 31
 Friend, Old - S, 91, 121
 Frog in the Middle - B, 108
 Fruit Basket - G, 27; A, 26
 Fund Raiser - A, 66
 Funny-Grams - G, 73

Games While Traveling - A, 115 ff.
 Gay Nineties Party - T, 30; A, 63
 Geography - G, 93; A, 122
 Geography, Travel - T, 94
 Getting a Raise - S, 107, 123
 Get-Up, Chinese - B, 75
 Ghost, Who's the? - S, 82
 Ghosts - T, 89
 Ghosts and Super-Ghosts - A, 49
 Giant Jig Saw Puzzle - A, 21
 Giants' Cave - G, 118
 Glass, Revolving a - S, 59
 Go and Go Back - B, 106
 Grab the Plate - A, 33
 Grandmother's Trunk, My - G, 22
 Guess the Athlete - B, 31
 Guess the Author - T, 75; A, 44
 Guessing Game - S, 85
 Guggenheim - T, 76, 77; A, 54, 55
 Gun, Drop the! - S, 81

 Hairbrow Relay - G, 24
 Hallowe'en Party - T, 26
 Hand Push - B, 8
 Hand Wrestle - B, 66
 Hare and Hound Chase - B, 5
 Hat, Milady's - S, 18
 Hat Stunt - B, 70
 Head through a Calling Card - S, 102
 Heads, Paper Bag - B, 121
 Hidden Words - T, 87; A, 46, 47
 Hide and Go Seek - G, 42
 High Jump - B, 87
 Highbrow Proverbs - T, 70
 Hink-Pink - T, 68; A, 57
 Hobo Party - T, 25
 Hold that Egg! - S, 68
 Hold Tight—Let Go - G, 28
 Hollywood Director - S, 32
 Hollywood Talent Party - A, 67
 Homemade Quoits - B, 78
 Hop Scotch - G, 36
 Hopping Game, The - G, 102
 Horse, Blind Turnabout - A, 109
 Horse Giddyap, Blind - T, 111
 Horse Turnabout - B, 99
 Hot or Cold - G, 116
 Hot Potato - B, 33
 Hot Seat - B, 21

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footline giving the section name.

- Hot Spot Tag - G, 29
 How Do You Like Your New Neighbor? - T, 55
 How Many People? - T, 82
 "How Old Are You, Daddy?" - S, 117, 125
 How's Your Vocabulary? - A, 123
 Human Bingo - A, 100, 101
 Human Tug of War - B, 82
 Hunt, Bean - B, 113
 Hunt, Scavenger - B, 126; T, 103
 Hunt, Treasure - T, 107
 Hunt, Word - A, 37
- I Say Stoop - G, 101
 I Spy - G, 80
 I Took a Trip - G, 90
 Icebreakers - B, 9-20; G, 9-22; T, 11-20; A, 9 ff.
 Icebreaking Stunts - S, 9 ff.
 Ice Cube Derrick - S, 78
 Ice Cube Surprise - T, 98; A, 114
 In the Manner of the Adverb - T, 50; A, 77
 Indian Chief - B, 29; T, 41; A, 25
 Indian Princess - A, 89
 Indian Snatch Club - B, 53
 Indian Wrestle - B, 79
 Indians, Two - S, 91, 121
 Initiation - S, 98
 Ink Blot Test - S, 24
 Introductions - B, 13
- Jacob and Rachel - T, 51
 "Jane" and "Mary" - G, 26
 Japanese Tag - B, 61
 Jenkins, Up! - B, 32; A, 22, 23
 Jet Pilot - S, 112, 124
 Jet Plane - B, 68
 Jig Saw Puzzle, Giant - A, 21
 Job Lot Relay - B, 104
 Jousting - B, 67; T, 112
 Juggling - S, 50 ff.
 Jump, High - B, 87
 Jump, Running Broad - B, 87
 Jump, Standing Broad - B, 88
 Jump Rope Chants - G, 62
 Jump Rope Relay - G, 61
 Jumping Stick Relay - B, 90
- Kettle, Calling-Card - S, 70
 King, Wise - S, 92, 121
 King's Knights - S, 106, 123
- Ladies Invited - A, 76
 Landing a Fish - B, 110
 Landmark Addition - T, 80; A, 120
 Lassie, Did You Ever See a? - G, 59
 Last Couple, Stoop - T, 65; A, 20
 Last Straw - S, 86, 118
 Laugh, Make Me - T, 49; A, 86
 Leader, Follow the - B, 19; G, 18
 Leap Frog, Circle - B, 95; A, 107
 Leap Frog, Mass - T, 105
 Lemon Relay - T, 48
 Lemon Twist - B, 92; A, 27
 Lemonade - B, 48
 Letter, Avoid That - A, 52
 Letters, First - T, 87
 Levitation - S, 20
 Lifeboat - S, 67
 Likes and Dislikes - T, 59
 Line, What's Your? - A, 15
 Little Sally Saucer - G, 60
 Living Statues - A, 17
 London Bridge - G, 53
 Looby Loo - G, 56
 Loop the Loop - S, 95
 Loose Caboose - G, 30
 Lunch Box, Auction Party - A, 73
- Magic, Black - B, 35; G, 100; A, 36
 Magic Fifteen - T, 92; A, 118, 127
 Magic Music - T, 56
 Magic Numbers - S, 100
 Magnetic Pencil - S, 55
 Mailbox Key Mystery - S, 90, 120
 Magnetism - T, 63
 Make Me Laugh - T, 49; A, 86
 Man and Wife - S, 117, 125
 Manner of the Adverb, In the - T, 50; A, 77
 Mardi Gras - T, 29
 Marshmallow, Bite the - S, 21
 Mass Leap Frog - T, 105
 Matchbox Relay - T, 42
 Matching Words - G, 94; A, 119
 May I, Father? - B, 120
 Memory, Test Your - G, 97; A, 48

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

Index

- Mental Games - T, 66-78; A, 44 ff.;
 also see Traveling Games and
 Brain Teasers
 Milady's Hat - S, 18
 Mind Reader, The - G, 98; A, 56
 Mind Reading Stunt, Swami - S, 56
 Mint Relay - T, 109; A, 104, 105
 Mirror Drawing - S, 27
 Missing Measuring Cups - S, 103, 121
 Missionaries and Cannibals - S, 88,
 120
 Mixup, Ad - G, 76
 Mobile - S, 12
 Monkey, Crab and, Relay - B, 123;
 A, 111
 Mother May I? - G, 122
 Muffin Man - G, 66
 Mulberry Bush - G, 70
 Multiplication Dance - G, 18; A, 14
 Murder - A, 30
 Murdered Man - S, 30
 Musical Detective - T, 74; A, 59
 Music, Magic - T, 56
 Musical Chairs - G, 103
 Musical Charades - T, 39; A, 83
 My Grandmother's Trunk - G, 22
 My Past - A, 40
 My Trip - T, 85; A, 124
 Mysterious Temple - S, 63
 Mystery, Mailbox Key - S, 90, 120
 Mystery, Suitcase - T, 96; A, 108
 Mystifiers - S, 93 ff.

 Name the Faces - S, 84
 Name the Flowers - S, 84
 Name Mixer - G, 16
 Name, Rhyme Your - T, 16
 Name Six - T, 57
 Needle and Bottle Test - S, 23
 Needle and Tie Relay - A, 112
 Neighbor, How Do You Like Your?
 - T, 55
 Neighbor, Who Is My? - G, 91
 Neighbors - T, 88; A, 115
 New Fashioned Spelling Bee - S, 26,
 118
 New Year's Resolution - S, 110
 Newspaper Step-On - T, 106

 Night Club - T, 31
 No Strings Attached - T, 12; A, 9
 Nose, Leg and Ear - S, 11
 Nose, This Is My - G, 77
 Now - T, 82
 Number, Secret - S, 108
 Number, Take a - S, 109
 Numbers - T, 20; A, 98
 Numbers, Calling - G, 111
 Numbers Lineup - B, 26
 Numbers, Magic - S, 100

 Observation - S, 34
 Obstacle Race - B, 61
 Obstacle Run - T, 102
 Ocean Wave - B, 36
 Old Friend - S, 91, 121
 Opposites - B, 16; A, 92, 93
 Orange, Pass the - T, 60; A, 10
 Orange Vendors - S, 115, 125
 Orbit, Eggshell - S, 58
 Outdoor and Picnic Games - T, 95-
 112; A, 103 ff.; also see Club and
 Action Games
 Over the Line - B, 71

 Package, Tying the - B, 96
 Pantomime - T, 120
 Paper Bag Dramatics - T, 121; A, 87
 Paper Bag Heads - B, 121
 Paper Catch - S, 21
 Parallel, Bike - B, 76
 Parlor Games - T, 33-65; A, 21 ff.;
 also see Club, Traveling and
 Mental Games
 Parson, Jack - A, 38
 Partners - G, 14
 Partners, Balloon - G, 46
 Party Ideas - A, 63 ff.
 Party Themes - T, 21-32
 Pass the Bean Bag - B, 125
 Pass the Orange - T, 60; A, 10
 Past, My - A, 40
 Pencil, Magnetic - S, 55
 Photo Guess - A, 24
 Photographer - T, 64
 Photography, Spoon - S, 64
 Picnic - A, 72

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

- Picnic and Outdoor Games - T, 95-112; A, 103 ff.; also see Club and Action Games
- Pigeon, Carrier, Relay - A, 99
- Pillowcase Relay - G, 34
- Pilot, Jet - S, 112, 124
- Pin Game - S, 17
- Ping Pong Breeze - B, 109; A, 39
- Plane, Jet - B, 68
- Planning Games, Tips on - T, 7
- Plate, Grab the - A, 33
- Play, Role - T, 111
- Play, Shadow - T, 116; A, 88
- Playing Games, Tips on - A, 7
- Poet, Who's the - A, 60
- Pom Pom Pull-Away - B, 60; T, 111
- Potato, Hot - B, 33
- Potato Race, Super-Duper - B, 100
- Powder, Take a - S, 79
- Prisoner - S, 91, 121
- Profiles - A, 18
- Protozoa - S, 113, 124
- Proverb, Toss the - A, 51
- Proverb Trading - G, 17
- Proverbs - T, 70
- Psychic - S, 93
- Puppet, Clothespin - T, 123
- Puppet, Fist - T, 123
- Puppet, Paper Bag - T, 123
- Puppet, Potato - T, 123
- Puppet, Powder Puff - T, 123
- Puppet, Shadow - T, 121
- Puppet, Silk Stocking - T, 124
- Puppet Stage - T, 125
- Push, Hand - B, 85
- Pussy Wants a Corner - G, 120
- Puzzle, Giant Jig Saw - A, 21
- Puzzlers for Groups - S, 79 ff.
- Quaker, Silent - S, 36
- Questions, Twenty - G, 96; A, 62
- Quiet Games - G, 73-100
- Quoits, Homemade - B, 78
- Race, Alphabet - T, 54
- Race, Antelope - B, 77
- Race, Book - G, 49; A, 97
- Race, Centipede - T, 103
- Race, Circle - B, 102
- Race, Newspaper Step-On - T, 106
- Race, Obstacle Run - T, 102
- Race, Run Sheep Run - T, 102
- Race, Salty Whistle - B, 78; T, 56; A, 98
- Race, Super-Duper Potato - B, 100
- Race, Three-Legged - B, 89; A, 106
- Race, Wheelbarrow - B, 94
- Races, also see Relays
- Rain, Caught in the - S, 22
- Raise, Getting a - S, 107, 123
- Reading by Touch - S, 94
- Recoil - S, 73
- Redlight - G, 45
- Relay, Blackboard - B, 93
- Relay, Blow-the-Cup - G, 32
- Relay, Carrier Pigeon - A, 99
- Relay, Clothespin - G, 35
- Relay, Crab and Monkey - B, 103
- Relay, Cup of Water - B, 116
- Relay, Dizzy Bat - B, 97
- Relay, Drawing - G, 48
- Relay, Dress Up - G, 101
- Relay, Forty Ways of Getting There - B, 105
- Relay, Go and Go Back - B, 106
- Relay, Hairbow - G, 21
- Relay, Ice Cube Surprise - T, 98; A, 114
- Relay, Job Lot - B, 101
- Relay, Jump Rope - G, 61
- Relay, Jumping Stick - B, 90
- Relay, Kick the Stick - B, 98
- Relay, Lemon - T, 48
- Relay, Lemon Twist - B, 92
- Relay, Matchbox - T, 42
- Relay, Mint - T, 102, A, 104, 105
- Relay, Needle and Tie - A, 102
- Relay, Pillowcase - G, 31
- Relay, Suitcase - G, 46
- Relay, Super-Duper Potato Race - B, 100
- Relay, Team - B, 89-107
- Relay, Thread the Needle - G, 50
- Relay, Tying the Package - B, 96
- Relays, also see Races
- Relievo - G, 23
- Resolution, New Year's - S, 110
- Revolving a Glass of Water - S, 59

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

Index

Rhyme, What's My - G, 20
 Rhyme Your Name - T, 16
 Rhythm - G, 92; T, 44; A, 29
 Ride Him, Cowboy - B, 50
 Ring, Find the - B, 123; A, 32
 Ring Rope - G, 109
 Roaring Twenties Party - A, 71
 Rock, Duck on a - B, 58
 Role Play - T, 114
 Rooster Fight - B, 72
 Round-up - T, 22
 Rumor - G, 79; A, 28
 Run, Sheep, Run - B, 46
 Running Broad Jump - B, 87
 Russian Tunnel - S, 87, 119

 Salty Whistle Race - B, 73; T, 56;
 A, 98
 Salujee - B, 115; A, 110
 Sardines - B, 40
 Saucer, Little Sally - G, 60
 Scavenger Hunt - B, 126; T, 103
 Science Stunts - S, 70 ff.
 Scrambled Anatomy - T, 51; A, 31
 Second Sight - S, 62
 Secret Number - S, 108
 Shadow Play - T, 116; A, 88
 Shadow Guess What - G, 71
 Shadow Puppets - T, 124
 Shadow Tap - G, 124
 Shock, Electric - G, 112
 Shoe Scramble - T, 110; A, 103
 Silent Quaker - S, 36
 Simple Dramatics - T, 113-125
 Sidewalk Game - G, 125
 Simon Says - B, 10
 Singing Games, and Dramatic - G, 53-
 72
 Singing Tag - B, 65
 Slalom, Bike - T, 108
 Slap Jack - G, 121
 Small Fry Party - A, 68, 69
 Smell It - G, 86
 Snake's Tail, Catching the - G, 40
 Soccer - B, 62
 Solutions - S, 118 ff.
 Song Scramble - T, 14, A, 11
 Spare a Dime? - A, 91
 Spelling Bee - S, 26, 118

Spinning a Yarn - T, 66
 Spoon Photography - S, 64
 Spooning Match - S, 17
 Squat Tag - B, 64
 Squire, Death Comes to the - S, 90,
 120
 Stage, Puppet - T, 125
 Stairs, Up the - B, 112
 Stalking Deer - B, 34
 Standing Broad Jump - B, 88
 State Capitals and Products - T, 91,
 126
 Statue Race - B, 45
 Statue Tag - B, 64; G, 31
 Statues, Living - A, 17
 Stealing Sticks - B, 41
 Steeplechase - B, 84
 Step-On, Newspaper - T, 106
 Stick, Catching the - G, 113
 Stick, Jumping, Relay - B, 90
 Stick, Kick the - B, 98
 Stir the Soup - G, 123
 Stocking-Head Freaks - S, 31
 Stoop, I Say - G, 101
 Stoop, Last Couple - T, 65; A, 20
 Stoop Tag - G, 31
 Stop and Listen - G, 108
 Straw, Last - S, 86, 118
 Streets and Alleys - B, 42
 Strings Attached, No - T, 12; A, 9
 Stunt, Egg - S, 74
 Stunt, Vest - S, 47
 Stunts and Contests - B, 66-88; S, 1-
 128
 Stunts, Cahoots - S, 60 ff.
 Stunts, Dramatic - S, 30 ff.
 Stunts, for Groups - S, 15 ff.
 Stunts, Icebreaking - 9 ff.
 Stunts, Science - S, 70 ff.
 Stunts that Require Practice - S, 40 ff.
 Suitcase Mystery - T, 96; A, 108
 Suitcase Relay - G, 46
 Super-Buzz - A, 94
 Super-Duper Potato Race - B, 100
 Super-Ghosts - A, 49
 Surprise, Ice Cube - T, 98; A, 114
 Swat Tag - G, 41; T, 52
 Swings, Circle - B, 83
 Switcheroo - A, 74

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys; G - Best Games for Girls; T - Best Games for Teen-Agers; A - Best Party Games for Adults; S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

Table Wrestle - B, 74
Taboo - T, 62
Tag - B, 64
Tag, Elbow - T, 101; A, 119
Tag, Hot Spot - G, 29
Tag, Japanese Tag - B, 64
Tag, Shadow - G, 124
Tag, Singing Tag - B, 64
Tag, Squat Tag - B, 64
Tag, Statue - B, 64; G, 31
Tag, Stoop - G, 31
Tag, Swat - G, 41; T, 52
Tag, Wooden - G, 31
Tag the Object - G, 107
Take a Number - S, 109
Talent Party, Hollywood - A, 67
Talkfest - G, 9
Teacher, Fool the - B, 117
Teakettle - G, 88; T, 78; A, 45
Team Relays - B, 89-107; also see Relays
Telepathy - T, 61
Television - T, 118
Test Your Memory - G, 97; A, 48
This Is My Nose - G, 77
Thread-the-Needle Relay - G, 50
Three Deep - B, 119
Three-Legged Race - B, 89; A, 106
Tie and Needle Relay - A, 102
Tiger, Who's Afraid of the? - G, 119
Tillie Williams - T, 71; A, 43
Tips on Planning Games - T, 7
Tips on Playing Games - A, 7
Tit-Tat-Toe - G, 80
Toss the Proverb - A, 51
Touch and Tell - T, 47
Track Meet - B, 86
Tractor - B, 56
Travel Geography - T, 94
Travel Tales - T, 90
Traveling Games - A, 115 ff.
Treasure Hunt - T, 107
Trip Around the World - T, 32
Trip, My - A, 124
Trunk, My Grandmother's - G, 22
Tug of War, Human - B, 82
Turnabout, Blind Horse - A, 109
Turnabout, Horse - B, 99
Twenties, Roaring Party - A, 71
Twenty Questions - G, 96; A, 62
Twist, Lemon - B, 92
Tying the Package - B, 96
Up, Jenkins! - B, 32; A, 22, 23
Up the Stairs - B, 112
Vicious Circle - A, 12, 13
Volley Ball Throw - B, 88
Warmer-Upper - A, 90
Water, Cup of, Relay - B, 116
Wave, Ocean - B, 36
Ways, Forty, of Getting There - B, 105
What Do You Expect? - T, 14
What's My Rhyme? - 20
What's Your Line? - T, 19; A, 15
Wheelbarrow Race - B, 94
Whistle, Salty, Race - B, 73; T, 56; A, 98
Who Am I? - T, 15
Who Is My Neighbor? - G, 91
Who's Afraid of the Tiger? - G, 119
Who's Missing? - G, 78
Who's the Poet? - A, 60
Why, When, Where? - A, 61
Wild Bull - B, 55
Williams, Tillie - T, 71, A, 43
Wooden Tag - G, 31
Word Charades - T, 33; A, 79
Word Hunt - A, 37
Wordmaker - G, 15
Words, Hidden - T, 87
Words, Matching - G, 94; A, 119
Wrestle, Hand - B, 66
Wrestle, Indian - B, 79
Wrestle, Table - B, 74
Yarn, Spinning a - T, 66
You're In - T, 72; A, 58
Zip Zap - B, 15

Letters in the index refer to the following sections of this Giant Book: B - Best Action Games for Boys, G - Best Games for Girls, T - Best Games for Teen Ageds; A - Best Party Games for Adults, S - Best Stunts and Novelty Games. Each page of the Giant Book carries a footnote giving the section name.

Index

